

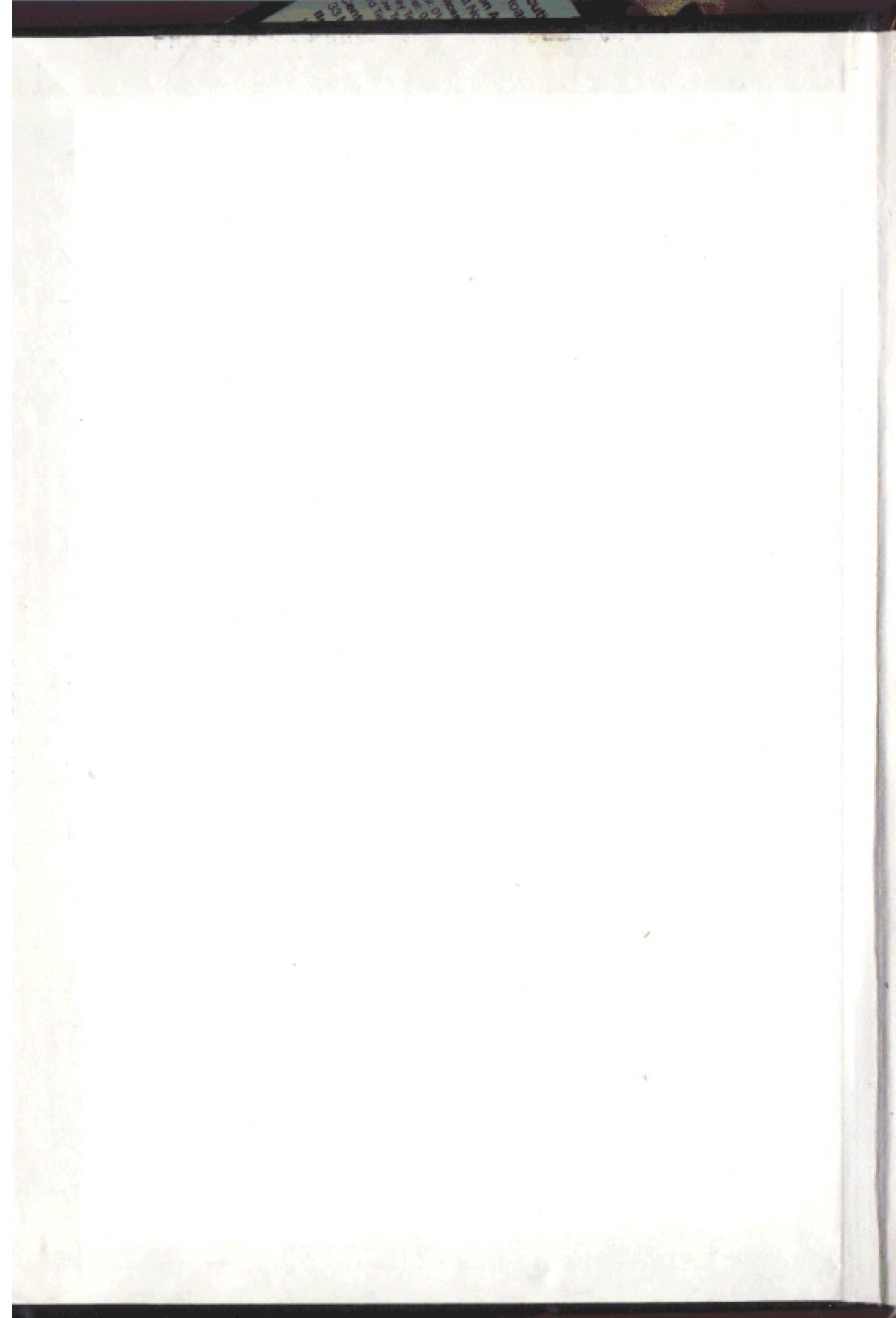


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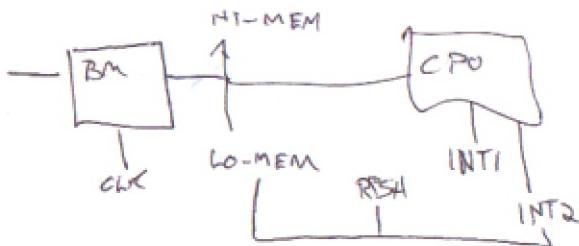
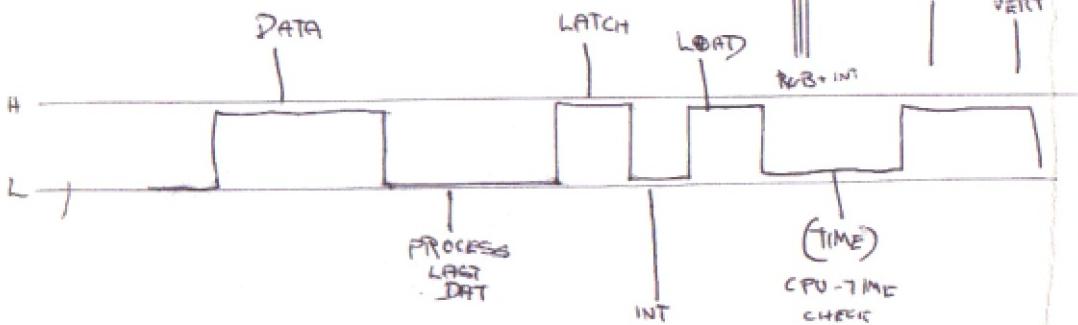
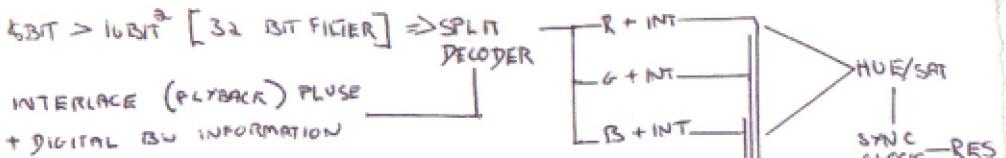
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37E3 : 1A80 = PATH SPEC \$



1988 Bank and Public Holidays

England and Wales

New Year	January 1
Good Friday	April 1
Easter Monday	April 4
Bank Holiday	May 2
Bank Holiday	May 30
Bank Holiday	August 29
Christmas Day	December 25
Boxing Day	December 26
Bank Holiday	December 27

Northern Ireland

New Year	January 1
St. Patrick's Day	March 17
Good Friday	April 1
Easter Monday	April 4
Bank Holiday	May 2
Bank Holiday	May 30
Battle of Boyne	July 12
Bank Holiday	August 29
Christmas Day	December 25
Boxing Day	December 26
Bank Holiday	December 27

*To be confirmed

Calendar Dates 1987-1989

	1987
New Year's Holiday	January 1
Shrove Tuesday	March 3
Ash Wednesday	March 4
Mother's Day	March 29
British Summer Time begins	March 29
Spring begins	March 21
Good Friday	April 17
Easter Monday	April 20
Bank Holiday	May 4
Ascension Day	May 28
Late Spring Holiday	May 25
Father's Day	June 21
Summer begins -	
Longest Day	June 21
Holiday in Scotland	August 3
Late Summer Holiday	August 31
Autumn begins	September 23
British Summer Time ends	October 25
Winter begins -	
Shortest Day	December 22
Christmas Day December 25	Friday
Boxing Day December 26	Saturday



Scotland

New Year	January 1
Bank Holiday	January 4
Good Friday	April 1
Bank Holiday	May 2
Bank Holiday	May 30
Bank Holiday	August 1
Christmas Day	December 25
Boxing Day	December 26
Bank Holiday	December 27

Republic of Ireland

New Year	January 1
St. Patrick's Day	March 17
Good Friday	April 1
Easter Monday	April 4
Bank Holiday	June 6
Bank Holiday	August 1
Bank Holiday	October 31
Christmas Day	December 25
St. Stephen's Day	December 26
Bank Holiday	December 27



	1988	1989
New Year	January 1	January 2
February 16	February 17	February 8
March 13	March 13	March 5
March 20	March 27	
April 1	April 4	March 24
May 2	May 2	May 1
May 12	May 12	May 4
May 30	May 30	May 29
June 19	June 19	June 18
June 21	June 21	June 21
August 1	August 1	August 7
August 29	August 29	August 28
September 22	September 22	
October 23	October 23	
December 21	December 21	
Sunday	Sunday	Monday
Monday	Monday	Tuesday

St. Valentine's Day - February 14
 St. David's Day - March 1
 St. George's Day - April 23

St. Patrick's - March 17
 St. Andrew's Day - November 30

Flight 240 Sprites - River types

$$\text{Hi-score picture} = (1, 8) - (154, 100) = \text{AAA}$$

$$\text{Med boat} = (2, 20) - (26, 30) = \text{AA}$$

~~$$\text{Large boat} = (24, 20) - (50, 34) = \text{BB}$$~~

~~$$\text{Small boat} = (58, 22) - (74, 28) = \text{CC}$$~~

$$\text{Med small boat } \downarrow = (6, 42) - (14, 49) = \text{DD}$$

$$\text{Med boat } \downarrow = (14, 42) - (32, 50) = \text{EE}$$

$$\text{Large boat } \downarrow = (38, 40) - (54, 52) = \text{FF}$$

$$\text{Small man} = (4, 66) - (12, 70) = \text{Gt}$$

$$\text{Med man} = (14, 66) - (20, 70) = \text{Ht}$$

$$\text{Man Wave 1} = (20, 64) - (32, 70) = \overline{\text{II}}$$

$$\text{Man Wave 2} = (32, 62) - (44, 70) = \overline{\text{JJ}}$$

$$\text{Explosion 1} = (52, 66) - (56, 72) = \text{kk}$$

$$\text{Explosion 2} = (62, 64) - (74, 72) = \text{ll}$$

$$\text{Explosion 3} = (74, 54) - (96, 74) = \text{MM}$$

$$\text{Explosion 4} = (92, 54) - (104, 72) = \text{NN}$$

$$\text{Explosion 5} = (106, 46) - (118, 70) = \text{OO}$$

$$\text{Explosion 6} = (126, 46) - (146, 72) = \text{PP}$$

$$\text{Bridge part} = (4, 86) - (24, 94) = \text{QQ}$$

$$\text{Lame Liver} = (36, 98) - (62, 102) = \text{RR}$$

$$\text{River One} = (6, 124) - (24, 134) = \text{SS}$$

$$\text{River Two} = (30, 124) - (46, 136) = \text{TT}$$

$$\text{- Lead River} = (56, 124) - (60, 130) = \text{UU}$$

$$\text{- Fish} \rightarrow = (84, 122) - (94, 136) = \text{VV}$$

$$\text{- Fish} \leftarrow = (102, 122) - (114, 136) = \text{WW}$$

$$\text{Back drop} = (1442) - (159, 148) = \text{XX}$$

$$\text{Enter name} = (32, 138) - (70, 146) = \text{CC}$$

FLIGHT 290 SPRITES

Title - $(20, 19) - (100, 30) = A$

Small plane = $(9, 50) - (20, 12) = B$

Med plane = $(26, 46) - (44, 62) = C$

Large plane = $(52, 42) + (56, 64) = D$

Small explosion = $(92, 52) - (46, 50) = E$

Med explosion = $(98, 50) - (104, 58) = F$

Large explosion = $(108, 46) - (116, 58) = G$

Smoke = $(122, 38) - (134, 60) = H$

Hill backdrop = $(0, 74) - (160, 44) = I$

Q + Insert coin = $(22, 92) - (78, 122) = J$

Parachute n down = $(96, 42) - (112, 116) = K$

Parachute land one = $(112, 100) - (120, 120) = L$

Parachute land two = $(130, 102) - (150, 120) = M$

Man run one = $(16, 128) - (32, 136) = N$

Man run two = $(22, 128) - (28, 136) = O$

Cockpit = $(0, 154) - (160, 194) = P$

X square = $(42, 162) - (54, 172) = Q$

Shot fired = $(58, 128) - (62, 134) = R$

GO! = $(70, 186) - (89, 137) = S$

Speaker 1 = $(91, 136) - (104, 146) = T$

Speaker 2 = $(106, 136) - (116, 146) = U$

Enemy shot small = $(122, 132) - (126, 136) = V$

Enemy shot med = $(130, 130) - (140, 140) = W$

Enemy shot large = $(142, 130) - (158, 140) = X$

Hi-Score Message = $(1, 112) - (159, 4) = BBB$

NOTES

IBM

$$\text{Picture A} = (40, 50) - (106, 64) \Rightarrow N$$

$$\text{Manuscript} = (110, 50) - (116, 62) \Rightarrow O$$

$$\text{Light switch} = (120, 51) - (123, 62) \Rightarrow P$$

$$\text{Bed} = (6, 74) - (29, 96) \Rightarrow Q$$

$$\text{House plant} = (30, 78) - (50, 116) \Rightarrow R$$

$$\text{House cabernet} = (54, 80) - (71, 116) \Rightarrow S$$

$$\text{Television} = (76, 96) - (83, 116) \Rightarrow T$$

$$\text{Radio} = (97, 98) - (97, 115) \Rightarrow U$$

$$\text{Case} = (102, 104) - (112, 114) \Rightarrow V$$

$$\text{Standard light} = (112, 92) - (124, 116) \Rightarrow W$$

$$\text{Coat hooks} = (4, 120) - (20, 130) \Rightarrow X$$

$$\text{Basin} = (24, 126) - (38, 152) \Rightarrow Y$$

$$\text{Bath tub} = (40, 138) - (60, 154) \Rightarrow Z$$

$$\text{towel} = (64, 138) - (82, 154) \Rightarrow AA$$

$$\text{Bind} = (86, 130) - (104, 154) \Rightarrow BB$$

$$\text{Picture B} = (10, 133) - (172, 145) \Rightarrow CC$$

1PM

SPACE SPRITESPlayer ship $(18, 22) - (30, 34) = A$ Large ship $(40, 20) - (68, 38) = B$ Small ship $(68, 22) - (64, 36) = C$ Mother ship $(44, 20) - (120, 66) = D$ Medium ship $(8, 46) - (29, 60) = E$ Big shot $(30, 44) - (46, 60) = F$ Small shot A $(52, 46) - (56, 54) = G$ Small shot B $(60, 46) - (64, 50) = H$ House SpritesWall $= (18, 15) - (20, 34) \Rightarrow A$ Chair $\rightarrow = (28, 14) - (39, 34) \Rightarrow B$ Chair $\leftarrow = (62, 14) - (73, 34) \Rightarrow C$ Table $= (42, 32) - (60, 34) = D$ Bulb $= (90, 12) - (90, 32) \Rightarrow E$ Window $= (\cancel{10}, \cancel{10}) - (94, 10) - (120, 38) \Rightarrow F$ Cabinet $= (6, 44) - (19, 63) \Rightarrow G$ Light $= (22, 56) - (29, 54) \Rightarrow H$ Small plant $= (29, 46) - (40, 64) \Rightarrow I$ Shelf $= (42, 66) - (60, 62) \Rightarrow J$ Gold fish bowl $= (66, 54) - (72, 62) \Rightarrow K$ Bottle $= (16, 56) - (30, 64) \Rightarrow L$ Glass $= (82, 58) - (94, 62) \Rightarrow M$

NOTES

$$\text{Head} = (248, 42) - (310, 60) = Q$$

$$\text{Screen} = (392, 46) - (426, 10) = R$$

$$\text{Keyboard} = (438, 42) - (486, 10) = S$$

$$1 \text{ or } \$ = (318, 14) - (372, 98) = T$$

Num Sile = N

Drive in use = O

Control Signs = P

FROGLER SPRITES

$$\text{horng} = (14, 12) - (42, 28) = A$$

$$\text{car} = (50, 12) - (14, 24) = B$$

$$\text{hog} = (66, 12) - (99, 26) = C$$

$$\text{House} = (48, 10) - (104, 26) = D$$

$$\text{Van} \rightarrow = (4, 34) - (20, 46) = E$$

$$\text{car} \leftarrow = (22, 36) - (36, 46) = F$$

$$\text{Frog} = (40, 38) - (54, 52) = G$$

$$\text{frogger logo} = (62, 34) - (104, 50) = H$$

$$\text{Snake} = (46, 56) - (26, 66) = I$$

$$\text{Saved frog} = (26, 54) - (40, 68) = J$$

$$\text{Game Over} = (40, 68) - (98, 66) = K$$

$$\text{Screen} = (0, 72) - (159, 200) = L$$

SPRITES FOR 3D

Box 1 = (3,21) - (45,57) \Rightarrow letter A

Box 2 = (55,21) - (97,53) \Rightarrow letter B

Rock = (101,23) - (135,53) \Rightarrow letter C

Satelite = (141, 15) - (193, 45) \Rightarrow letter D

Creature = (17, 65) - (51, 91) \Rightarrow letter E

blob = (67, 65) - (101, 89) \Rightarrow letter F

DESK (MAC TYPE)

Document = (47, 38) - (112, 58) = A

Program = (118, 38) - (146, 58) = B

BASIC = (152, 38) - (184, 58) = C

WASTE BIN = (196, 36) - (228, 59) = D

OPTION = (244, 38) - (280, 58) = E

BLANK SQUARE = (90, 10) - (98, 18) = F

CROSSED SQUARE = (100, 10) - (114, 76) = G

JUNK = (136, 72) - (160, 86) = H

SAVE = (112, 10) - (140, 64) = I

\leftarrow = (210, 74) - (230, 66) = J

\checkmark = (242, 72) - (262, 84) = K

X = (264, 74) - (292, 96) = L

\rightarrow = (290, 14) - (310, 86) = M

TANDY 102

1987 December



28 Monday THE TANDY 102 OPERATING SYSTEM

BANK HOLIDAY IN UK AND REPUBLIC OF IRELAND

HACKED!

The following information is on the Tandy 102 portable computer. Sourced from the 100 model which is a cut down (memory) version - both are fully inter-compatible and both are cosmetically identical.

29 Tuesday

WEEK 52

TRS-80 MODEL 102

LCD - DISPLAY MEMORY LOCATIONS:

(CSR_Y) - CURSOR POSITION 'Y' (ROW) - 4F639 - 63033
(CSR_X) - CURSOR POSITION 'X' (COLUMN) - F63A - 63034
(BEGLCD) - START LCD MEMORY - FE00 - 65024
(ENDLCD) - END LCD MEMORY - FF40 - 65344

30 Wednesday

TEXT DISPLAY (LCD)

(HEX)

WEEK 52

(CRLF) - CARRIAGE RETURN + LINE FEED - 4222 - 16930
(HOME) - HOMES CURSOR (1,1) - 42229 - 16941
(CLS) - CLEARS DISPLAY - 4231 - 16945
(LOCK) - LOCKS DISPLAY (NO SCROLLING) - 423F - 16959
(UNLOCK) - UNLOCKS DISPLAY (SCROLLING) - 4244 - 16964
(CURSON) - TURNS ON CURSOR - 4249 - 16969
(CUROFF) - TURNS OFF CURSOR - 424E - 16974

TANDY 102

December 1987 January 1988

WEEK 52

TEXT PROCESSING (LCD) (HEX) Thursday 31

(DELLIN) - DELETES LINE AT CURSOR - 4253 - 16949^{NEW YEAR'S EVE}

(INSLIN) - INSERTS LINE AT CURSOR - 4258 - 16984

(ENTREV) - SETS REVERSE CHR MODE - 4269 - 17001

(EXTREV) - RESETS CHR MODE (NORMAL) - 426E - 17006

WEEK 52

TEXT + GRAPHIC DISPLAY

Friday 1

NEW YEAR'S DAY

(PRINT) - PRINTS CHR AT CURSOR - 4B44 + CHR - 19268

(PLOT) - SW ON PIXEL AT X,Y - 744C + D = X, E = Y - 29772

(UNPLOT) - SW OFF PIXEL - 744D + D, E - 29773

WEEK 52

PRINTER ROUTINES

Saturday 2

(PNTR) - SENDS CHR TO PRINTER - 6D3F + CHR - 27967

(PRTRCD) - PRINTS CONTENTS OF LCD - 1E5E - 7774

WEEK 52

Sunday 3

TANDY 102
1988 January



4 Monday (HEX CODES)

WEEK 1

KEYBOARD ROUTINES

(KYREAD) INKEY STATEMENT - 7242 - 29250

(INPUT) WAITS-GETS CHR-12CB+A - 14811

(CHSNS) CHECKS QUEUE FOR CHR - 139B+Z - 5083

(INLIN) GETS LINE FROM KEYBOARD - 4644 (STORED F685)
- 17988

5 Tuesday FUNCTION KEYS (HEX)

WEEK 1

(CLRFNK) - CLEARS ALL DEFINITIONS - 5A79 - 23161

(DSFNK) - DISPLAYS FUNCTION KEYS - 42A8 - 17064

(ERFNK) - ERASES FUNCTION TABLE - 428A - 17034

(PSFNK) - DISPLAYS FUNCTION TABLE - 5A9E - 23198

6 Wednesday INTERNAL MODEM ROUTINES (HEX)

WEEK 1

(DISC) - DISCONNECTS PHONE LINE - 5ABB - 21179

(CONN) - CONNECTS PHONE LINE - 5AD0 - 21200

(DIAL) - DIALS PHONE NO. - 53AD+HL = PHONE ADDRESS - 21293

(SEND(CQ) - RESUME 'XON' - 6EOB - 28171

(SEND(CS) - RESUME 'XOFF' - 6E1E - 28140

(SP232) - SENDS CHR RS/MODEM DEPENDING
ON 'XON' OR 'XOFF' - 6E32+A - 28210

WEEK 1 RS-232-C ROUTINES (HEX) Thursday 7

- (R(VX)) - CHECKS RS QUEUE - UDUD + A (SET) ZFLAG
(RV232C) - GETS CHR FROM RS - UD7E + A (SET)
(BAUDST) - SETS BAUD RATE FOR RS - 6E75 + H (I-Q, M)
(LSCOM) - DEACTIVATES ALL COMMS' - 6ECB - 28363

WEEK 1 CASSETTE RECORDER ROUTINES (HEX) Friday 8

- (DATAR) - READS CHR, NO (CHECKSUM - 702A + D) (SET) - 28714
(CTON) - TURNS ON MOTOR - 14A8 - 5288
(CTOFF) - TURNS OFF MOTOR - 14AA ~~5288~~ - 5290.
(DATAW) - WRITES CHR, NO CHECKSUM - UF5B + A - 28507
(SYNCR) - READS HEADER + SYNC BYTE - UF85 - 28549
(SYNCW) - WRITES HEADER + SYNC BYTE - UF46 - 28486

WEEK 1 RAM FILE ALLOCATION TABLE (HEX) Saturday 9

The directory table (F962) contains information on all file location, type, and status.

WEEK 1 EACH FILE IS MANAGED BY AN 11 BYTE DIRECTORY ENTRY. IN THE FORMAT: Sunday 10

BYTE ONE = DIRECTORY FLAG

BYTES 2-3 = ADDRESS OF FILE

BYTES 4-11 = 8-BYTE FILENAME

TANDY 102

1988 January



11 Monday THE DIRECTORY FLAG (FAT)

WEEK 2

BIT 7 (MSB) : 1 if a valid entry

BIT 6 : 1 for ASCII file (P0)

BIT 5 : 1 for machine language (C0)

BIT 4 : 1 for ROM file

BIT 3 : 1 for invisible file

BIT 2 : reserved

BIT 1 : reserved

BIT 0 : internal use only

12 Tuesday SEARCH FOR FILE IN DIR (HEX)

WEEK 2

Entry Address (Hex): 5AA9

Entry conditions: DE = ADDRESS (ASCII FILENAME + 0 BYTE)

Exit conditions: HL = start address (TOP)

Z FLAG:

0 = (FILE FOUND)

1 = (FILE NOT FOUND)

13 Wednesday ERASE TEXT (P0) FILE (HEX)

WEEK 2

Entry Address: 1FBE

Entry Conditions: DE = file TOP start address

HL = address of directory entry (flag)

TANDY 102

January 1988

WEEK 2

Other Routines

(HEX)

Thursday 14

- (INITIO) - COLD START RESET - LCP6 - 27862
(10INIT) - WARM START RESET - LCE0 - 27872
(MENU) - GOES TO MENU - 5191 - 22423
(MUSIC) - MAKES TONE - 1AC5 + DE = FREQ, B = DURATION
(TIME) - READS SYSTEM TIME - 190F + HL = ADDRESS
(DATE) - READS SYSTEM DATE - 192F + HL = ADDRESS
(DAY) - READS SYSTEM DAY - 1962 + HL = ADDRESS

WEEK 2

Friday 15

WEEK 2

Saturday 16

WEEK 2

Sunday 17

TANDY 102

1988 January



18 Monday TANDY 102 ASCII CODES

WEEK 3

□ = 32	' = 39	. = 46	6 = 54	CHR 12 = CLS
! = 33	(= 40	/ = 47	7 = 55	
" = 34) = 41		8 = 56	
# = 35	* = 42		9 = 57	
\$ = 36	+ = 43			
% = 37	, = 44			
& = 38	- = 45			

19 Tuesday TANDY 102 ASCII CODES CONT..

WEEK 3

Ø = 48	1 = 55	> = 62	E = 69	L = 76	S = 83
1 = 49	8 = 56	? = 63	F = 70	M = 77	T = 84
2 = 50	9 = 57	@ = 64	G = 71	N = 78	U = 85
3 = 51	: = 58	A = 65	H = 72	O = 79	V = 86
4 = 52	; = 59	B = 66	I = 73	P = 80	W = 87
5 = 53	< = 60	C = 67	J = 74	Q = 81	X = 88
6 = 54	= 61	D = 68	K = 75	R = 82	Y = 89

20 Wednesday TANDY 102 ASCII CODES CONT...

WEEK 3

z = 90	a = 97	h = 104	o = 111	v = 113
[= 91	b = 98	i = 105	p = 112	w = 119
\ = 92	c = 99	j = 106	q = 113	x = 120
] = 93	d = 100	k = 107	r = 114	y = 121
^ = 94	e = 101	l = 108	s = 115	z = 122
_ = 95	f = 102	m = 109	t = 116	
\ = 96	g = 103	n = 110	u = 117	

TANDY 102

January 1988

WEEK 3

TANDY 102 ASCII CODES

Thursday 21

{ = 123	€ x = 130	√ = 137	₹ = 144	% = 151
! = 124	¤ = 131	≠ = 138	ℳ = 145	↑ = 152
ʒ = 125	₩ = 132	Σ = 139	฿ = 146	↓ = 153
~ = 126	± = 133	≈ = 140	₭ = 147	→ = 154
DEL = 127	₪ = 134	± = 141	₩ = 148	← = 155
¤ = 128	₭ = 135	ƒ = 142	₱ = 149	
₩ = 129	i = 136	◀ = 143	♀ = 150	

WEEK 3

TANDY 102 ASCII CODES CONT...

Friday 22

Φ = 156	£ = 163	₪ = 170	Ä = 177	Ü = 184
◊ = 157	· = 164	₪ = 171	Ö = 178	฿ = 185
♡ = 158	ℳ = 165	¥₄ = 172	Ӯ = 179	₮ = 186
♪ = 159	° = 166	฿₄ = 173	₭ = 180	€ = 187
□ = 160	▼ = 167	₭₄ = 174	~ = 181	Ù = 188
à = 161	† = 168	₪₄ = 175	ä = 182	‥ = 189
ƒ = 162	₪₁ = 169	¥₆ = 176	ö = 183	£ = 191

WEEK 3

Saturday 23

These codes are character codes for the Tandy portable model 102.

WEEK 3

Sunday 24

Although the Tandy 102 has an ASCII character set, some other characters are non-standard. Most of these are graphic.

TANDY 102

1988 January



25 Monday TANDY 102 ASCII CODES

WEEK 4

â = 192	î = 199	à = 206	í = 213	ÿ = 220
ê = 193	ô = 200	ö = 207	ë = 214	û = 221
î = 194	í = 201	â = 208	é = 215	ë = 222
ð = 195	ó = 202	ê = 209	á = 216	à = 223
û = 196	ú = 203	í = 210	í = 217	
ñ = 197	ý = 204	ô = 211	ó = 218	
ë = 198	ñ = 205	û = 212	ú = 219	

26 Tuesday TANDY 102 ASCII CODES

WEEK 4

□ = 224	— = 231	■ = 238	= 245	▼ = 251
■ = 225	— = 232	■ = 239	l = 246	▲ = 252
■ = 226	■ = 233	r = 240	j = 247	▼ = 253
■ = 227	■ = 234	— = 241	† = 248	◀ = 254
■ = 228	■ = 235	7 = 242	‡ = 249	● = 255
■ = 229	■ = 236	— = 243	+ = 250	
■ = 230	■ = 237	= 244		

27 Wednesday

WEEK 4

ADDED TO THE ABOVE CODES ARE:

□ = BLANK (SPACE)

WEEK 5.

SOUND FREQUENCIES

OCTAVE - 2

NOTE	FREQ	PERIOD
C		
C#		
D		
D#		
E		
F		
F#		
G		
G#		
A		
A#		
B		

Thursday 4

OCTAVE - 2

WEEK 5

$$C = 65.406$$

$$C\# = 69.296$$

$$D = 73.416$$

$$D\# = 77.782$$

$$E = 82.407$$

$$F = 87.307$$

$$F\# = 92.499$$

$$G = 97.999$$

$$G\# = 103.826$$

$$A = 110.000$$

$$A\# = 116.541$$

$$B = 123.471$$

Friday 5

WEEK 5

Saturday 6

WEEK 5

Sunday 7

FREQUENCY

1988 February

8 Monday FREQUENCYS

WEEK 6

OCTAVE -2

LOWER

$C = 65$	$F\# = 92$
$C\# = 69$	$G = 98$
$D = 73$	$G\# = 104$
$D\# = 78$	$A = 110$
$E = 82$	$A\# = 117$
$F = 87$	$B = 123$

9 Tuesday

WEEK 6

OCTAVE -1

$C = 131$	$F\# = 185$
$C\# = 139$	$G = 196$
$D = 146$	$G\# = 208$
$D\# = 156$	$A = 220$
$E = 165$	$A\# = 233$
$F = 175$	$B = 247$

10 Wednesday

WEEK 6

OCTAVE 0

$C = 262$	$F\# = 370$
$C\# = 277$	$G = 392$
$D = 294$	$G\# = 415$
$D\# = 311$	$A = 440$
$E = 330$	$A\# = 466$
$F = 349$	$B = 494$

FREQUENCY

February 1988

WEEK 7

FREQUENCYS

Thursday 18

OCTAVE +1

HIGHER

C = 523	F# = 740
C# = 554	G = 784
D = 587	G# = 830
D# = 622	A = 880
E = 659	A# = 932
F = 698	B = 988

WEEK 7

Friday 19

OCTAVE +2

C = 1047	F# = 1479
C# = 1109	G = 1568
D = 1175	G# = 1664
D# = 1245	A = 1760
E = 1319	A# = 1865
F = 1397	B = 1976

WEEK 7 OCTAVE +3

Saturday 20

C = 2093	F# = 2960
C# = 2217	G = 3136

WEEK 7

Sunday 21

D = 2349	G# = 3322
D# = 2489	A = 3520
E = 2637	A# = 3729
F = 2794	B = 3951

GENERAL

1988 February

22 Monday TANDY → IBM COLOURS

WEEK 8

NUMBER	IBM	TANDY	NUMBER	IBM	TANDY
1	BLUE	BLUE	8	D GRAY	BROWN
2	GREEN	GREEN	9	L BLUE	L BLUE
3	CYAN	CYAN	10	L GREEN	L GREEN
4	RED	RED	11	L RED	L CYAN
5	MAGEN	MAGENTA	12	L MAG	L RED
6	YELLOW	RED	13	L MAG	L MAG
7	GRAY	GRAY	14	L YELLOW	YELLOW

23 Tuesday

WEEK 8

SCREEN 0 = TEXT MODE

SCREEN 1 = GRAPHIC, BUT ONE COLOUR TEXT 40COL

SCREEN 2 = B/W GRAPHIC

SCREEN 4 = STANDARD IBM DISPLAY

SCREEN 3 = 16 COLOUR, 160x200

24 Wednesday

WEEK 8

EQUATION FOR FREQ / PERIOD

FREQUENCY = $440 \times (\alpha \uparrow (\text{OCTAVE} + ((N-10)/12)))$

PERIOD = ROUND(62500 / FREQUENCY)

.... where N is 1 for C, 2 for C*, 3 for D, etc.....

GENERAL

February 1988

WEEK 8 SOUND DURATION

Thursday 25

UNDERLINES FOR PLAY.

1 = WHOLE NOTE

2 = HALF NOTE

4 = QUARTER NOTE

8 = EIGHTH NOTE

16 = SIXTEENTH NOTE

JOYSTICK TAP CODES

WEEK 8

Friday 26

0 = (x) co-ordinate of Joystick A.

1 = (y) co-ordinate of Joystick A.

2 = (x) co-ordinate of Joystick B.

3 = (y) co-ordinate of Joystick B.

BUTTON CODES

WEEK 8

Saturday 27

1 = Joystick A Button.

3 = Joystick B Button.

WEEK 8

Sunday 28

All entries where -1 = True => Yes

0 = False => No

FREQUENCY - PERIODIC

1988 February/March

29 Monday PERIODIC SOUND TABLES OCTAVE - 2

WEEK 9

$C = 956$	$F\# = 676$
$C\# = 902$	$G = 638$
$D = 851$	$G\# = 602$
$D\# = 804$	$A = 568$
$E = 758$	$A\# = 536$
$F = 716$	$B = 506$

1 Tuesday

WEEK 9

ST DAVID'S DAY OCTAVE - 1

$C = 478$	$F\# = 338$
$C\# = 451$	$G = 319$
$D = 426$	$G\# = 301$
$D\# = 402$	$A = 284$
$E = 379$	$A\# = 268$
$F = 358$	$B = 253$

2 Wednesday

WEEK 9

OCTAVE 0

$C = 239$	$F\# = 169$
$C\# = 225$	$G = 159$
$D = 213$	$G\# = 150$
$D\# = 201$	$A = 142$
$E = 190$	$A\# = 134$
$F = 179$	$B = 127$

March 1988

PERIODIC SOUND TABLES

WEEK 9

OCTAVE 1

Thursday 3

$C = 119$	$F\# = 84$
$C\# = 113$	$G = 80$
$D = 106$	$G\# = 75$
$D\# = 100$	$A = 71$
$E = 95$	$A\# = 67$
$F = 89$	$B = 63$

WEEK 9

Friday 4

OCTAVE +2

$C = 60$	$F\# = 42$
$C\# = 56$	$G = 40$
$D = 53$	$G\# = 38$
$D\# = 50$	$A = 36$
$E = 47$	$A\# = 34$
$F = 45$	$B = 32$

WEEK 9

Saturday 5

$C = 30$	$F\# = 21$
$C\# = 28$	$G = 20$
$D = 27$	$G\# = 19$
$D\# = 25$	$A = 18$
$E = 24$	$A\# = 17$
$F = 22$	$B = 16$

WEEK 9

Sunday 6

FREQUENCY - PERIODIC

1988 February/March

29 Monday PERIODIC SOUND TABLES

WEEK 9

$C = 956$	$F\# = 676$
$C\# = 902$	$G = 638$
$D = 851$	$G\# = 602$
$D\# = 804$	$A = 568$
$E = 758$	$A\# = 536$
$F = 716$	$B = 506$

1 Tuesday

WEEK 9

ST DAVID'S DAY OCTAVE - 1

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$C\# = 451$	$G = 319$
$D = 426$	$G\# = 301$
$D\# = 402$	$A = 284$
$E = 379$	$A\# = 268$
$F = 358$	$B = 253$

2 Wednesday

WEEK 9

OCTAVE 0

$C = 239$	$F\# = 169$
$C\# = 225$	$G = 159$
$D = 213$	$G\# = 150$
$D\# = 201$	$A = 142$
$E = 190$	$A\# = 134$
$F = 179$	$B = 127$

March 1988

PERIODIC SOUND TABLES

WEEK 9

OCTAVE 1

Thursday 3

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$F = 89$	$B = 63$

WEEK 9

Friday 4

OCTAVE +2

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$C\# = 56$	$G = 40$
$D = 53$	$G\# = 38$
$D\# = 50$	$A = 36$
$E = 47$	$A\# = 34$
$F = 45$	$B = 32$

WEEK 9

OCTAVE +3

Saturday 5

$C = 30$	$F\# = 21$
$C\# = 28$	$G = 20$
$D = 27$	$G\# = 19$
$D\# = 25$	$A = 18$
$E = 24$	$A\# = 17$
$F = 22$	$B = 16$

WEEK 9

Sunday 6

FREQUENCY XOR

1988 March T102 SOUND FREQUENCIES



7 Monday

WHERE $I = \text{LOW} > S = \text{HIGH}$

WEEK 10

OCTAVE 1

$$C = 9394$$

$$F\# = 6642$$

$$C\# = 8866$$

$$G = 6264$$

$$D = 8368$$

$$G\# = 5916$$

$$D\# = 7400$$

$$A = 5586$$

$$E = 7456$$

$$A\# = 5272$$

$$F = 7032$$

$$B = 4976$$

8 Tuesday

WEEK 10

OCTAVE 2

$$C = 4697$$

$$F\# = 3321$$

$$C\# = 4433$$

$$G = 3134$$

$$D = 4184$$

$$G\# = 2959$$

$$D\# = 3950$$

$$A = 2793$$

$$E = 3726$$

$$A\# = 2693$$

$$F = 3516$$

$$B = 2488$$

9 Wednesday

WEEK 10

OCTAVE 3

$$C = 2348$$

$$F\# = 1660$$

$$C\# = 2216$$

$$G = 1567$$

$$D = 2092$$

$$G\# = 1479$$

$$D\# = 1475$$

$$A = 1346$$

$$E = 1864$$

$$A\# = 1318$$

$$F = 1758$$

$$B = 1244$$

March 1988

WEEK 10

Thursday 10

OCTAVE 4

$L = 1174$	$F\# = 830$	$L = 587$
$C\# = 1108$	$G = 783$	$C\# = 554$
$D = 1046$	$G\# = 739$	$D = 523$
$D\# = 987$	$A = 698$	$D\# = 493$
$E = 932$	$A\# = 659$	$E = 466$
$F = 879$	$B = 622$	$F = 439$

WEEK 10

Friday 11

WHERE $L = \text{LENGTH} // S = \text{SECONDS}$

$$S = L/50$$

VERB AUDIBLE OVER 8

WEEK 10

Saturday 12

WEEK 10

Sunday 13

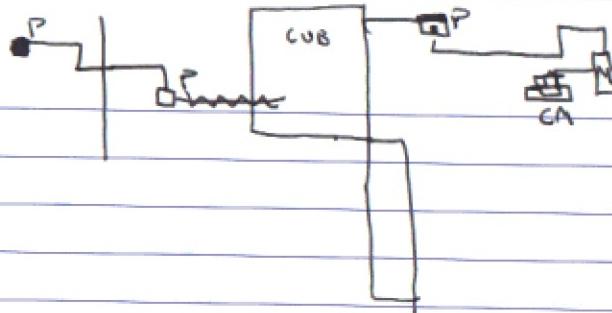
MOTHER'S DAY

1988 March

VID SYSTEM 3



14 Monday



WEEK 11

15 Tuesday

VID SYSTEM 3

WEEK 11

COM PORT SETTINGS

BP\$ = BAUD RATE

CP\$ = COM PORT

PR\$ = PARITY

DB\$ = DATA BITS

SB\$ = STOP BITS

COM SETTINGS

ADDRESS 8020

9010 = COM PORT GET
SUB-Routine

16 Wednesday

WEEK 11

6031

March 1988

WEEK 12

INFORMATION STORAGE (HANDYMAN)

Thursday 24

BIT = BACKGROUND TO WINDOW (MENU TYPE) IN USE

APPENDIX

CLASSIFICATION: HANDYMAN

WEEK 12

Friday 25

FILES	SYSTEM CHANGE	TELEPHONE
DOCUMENT - A	SOYSTICK - F	TELEPHONE - G
EXE - B	WASTE BIN - L	USERFILE - C
USER FILE - C	OK - M	DISC - E
UNKNOWN FILE - D	J - N	FACE - CC
DISC - E	X - O	MAGNIFYING GLASS
I - S	OFF BUTTON - T	
WASTE BIN - L	ON BUTTON - U	
WEEK 12		Saturday 26
Z - S	SPEAKER - V	
FILING CABINET - AA	VOL CONTROL - W	
COVER DISC - FF	VOL KNOB - X	
WEEK 12	LAMP - Z	Sunday 27
	COMPUTER - EE	BRITISH SUMMERTIME BEGINS
	I - S	

FEB 29 1988
HANDYMAN

1988 March



28 Monday

WEEK 13

READWRITE

DOCUMENT-A

DOCUMENT-A

FILING CAB-AA

DISK-E

DISK-E

MAGNIFI GLASS-I

PENCIL-BB

WASTE BIN-L

LAMP-Z

ERASER-Q

WASTE BIN-L

FILING CABINET-AB

ERASER-Q

29 Tuesday

WEEK 13

CALCULATORPRINTER

CALCULATOR-DD

WASTE BIN-L

WASTE BIN-L

PRINTER-H

DUMPER TRUCK-K

X-N

✓-O

ON BUTTON-U

OFF BUTTON-T

30 Wednesday

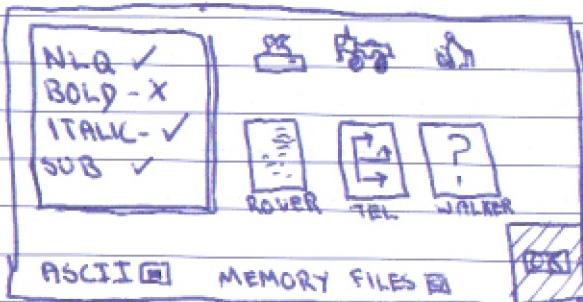
WEEK 13

March/April 1988

WEEK 13

PRINTER-SAMPLE SETUP

Thursday 31

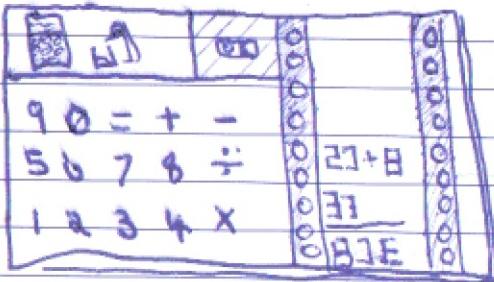


WEEK 13

Friday 1

CALCULATOR-SAMPLE SETUP

GOOD FRIDAY



WEEK 13

Saturday 2

WEEK 13

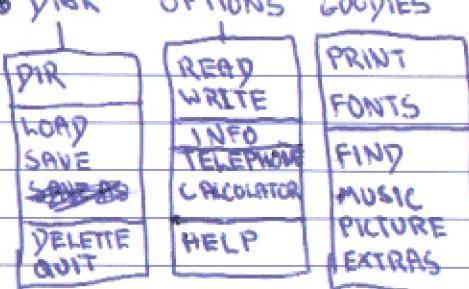
Sunday 3

EASTER DAY

1988 April

4 Monday 6 DSK

EASTER MONDAY



WEEK 14

5 Tuesday

WEEK 14



6 Wednesday

WEEK 14

April 1988

WEEK 14

Thursday 7

DISC = (13,0) - (46,6)

DISKSE = (29,103) - (91,120)

DOCUMENT = (112,126) OTHER FILE = (139,126)

WEEK 14

Friday 8

FILE ROTINE TO STORE DIRECTORY AT -:9000

FLS=ARRAY POSITION NUMBER

FL\$=TITLE OF FILE IN ARRAY

FLS2=LAST FILE - HOW MANY FILES

DIRECTOR.DAT=DISC DIRECTORY CREATED ON A NEW
DISC BY - FILE ROTINE

WEEK 14

Saturday 9

WR=DIM WORD.DAT FIL

WR\$=TEXT

WEEK 14

Sunday 10

1988 April

CD

11 Monday $400 = \text{COM}$

WEEK 15

RS\$ = BAUD RATE (5, 6, \$)

PY\$ = PARITY (I, O, E, N)

WL\$ = WORD LENGTH (6, 7, 8)

XN\$ = XON/XOFF (E, D)

900S = X1 TO X2

900D = LOGORHYTHM

901D = X2 TO X1

901S = Y1 TO Y2

902D = Y2 TO Y1

12 Tuesday VIDEO-FUSION SPEC

OLD TANDY
VERSION

BG = FIRST CHARACTER => APPLICATION

BG = ! => TEXT (UP TO END OF 'X')

BG = * => LINE (TWO CO-ORDS LINKED)

BG = @ => RECTANGLE (ENDING IN AN 'F' = BF)

BG = / => CIRCLE (INCLUDING CO-ORDS AND SIZE)

BG = & => FILL

13 Wednesday

VIDEO-FUSION = INTERACTION

WEEK 15

BG = \$ => INPUT ~~CHAR~~ STRING WITH 'DEFINED AMOUNT' OF CHARACTERS AT ~~SPECIFIED~~ ~~ENDS~~ BOTTOM LINE; \$ IS STORED IN A CHRS STORE.

BG = % => BOT CHRS = A NEW VIDEO ~~BY~~ PAGE

1988 April

~~XM~~

VERB



XM SPRITES

18 Monday

WEEK 16

A = PLY SHIP

H = SELLY FISH

B = SEC Z (YELLOW)

I = J FISH EXTRA

C = SECZ EXTRA

J = MOUTHS

D = ALIEN PLANT

K = M EXTRA

E = A PLANT EXTRA

L = PRO SECTILE

F = EYES MUSH

M = SAUS PROSECTILE

G = EYES MUSH EXTRA

N = POW!

19 Tuesday

WEEK 16

O = 100 POINTS

U = AL EXPL 1

P = PLY EXPL 1

V = AL EXPL 2

Q = PLY EXPL 2

W = AL EXPL 3

R = PLY EXPL 3

Z = BRAIN

S = PLY EXPL 4

T = PLY EXPL 5

20 Wednesday

WEEK 16

AA = SAUCER

FF = BUG

BB = LOGO

SS = EYE + SOCKET

CC = MISILE

KK = BONUS

DD = LYPE

LL = LASER CRYSTAL

EE = GAME OVER

MM = BATTERY

4-90-

PP = LASER CANON

GG = ROVER

HH = APPLE

April 1988

WEEK 16

Thursday 21

PT = OTHER ALIEN AMOUNT

EX(PP) = OTR X ; EX(PP) = OTR X

AL(PP) = TXPE

TYPE =

1 = SAUCER , 2 = MISILE

3 = APPLE , 4 = BUG

5 = ROVER , 6 = EYE

WEEK 16

Friday 22

1
EX, EY 2
EX, EY

395 = LAST FASH

SUB2

BX, BY

500 = END LV 1

300 - 390 OBSECT

WEEK 16

Saturday 23

WEEK 16

Sunday 24

1988 April

360



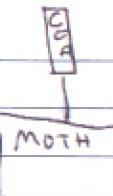
25 Monday

WEEK 17

PSU 150w



720



MOTH

CON

26 Tuesday

WEEK 17

com/mdm

RS-2 - MEN

IBM

EXE

27 Wednesday

WEEK 17

1988 May



16 Monday

REMOTE UNIT

WEEK 20

VCR BUTTON = (8, 36) - (26, 42)

TV BUTTON = (13, 46) - (21, 52)

FORWARD BUTTON = (23, 70) - (33, 77)

BACKWARD BUTTON = (10, 40) - (20, 48)

STOP BUTTON = (10, 105) - (20, 112)

EJECT BUTTON = (30, 97) - (42, 105)

17 Tuesday

TELEVISION

WEEK 20

ON BUTTON = (95, 107) - (97, 110)

OFF BUTTON = (103, 107) - (106, 110)

SPEAKER = (125, 105) - (140, 119)

SCREEN = (95, 50) - (140, 49)

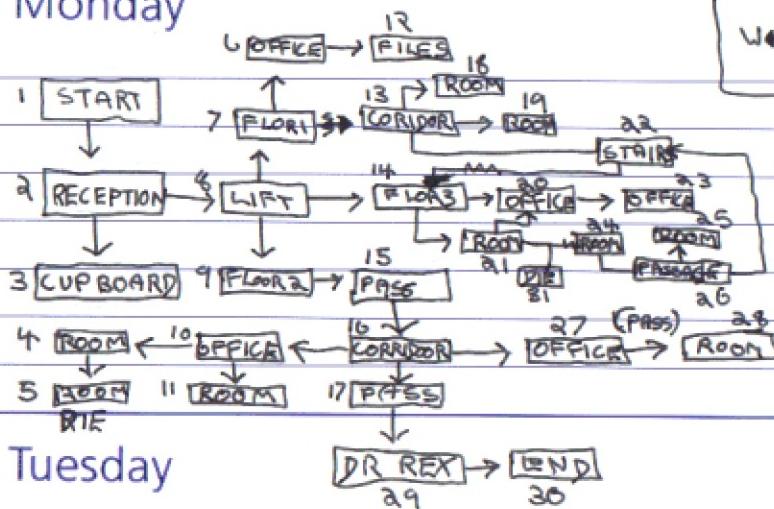
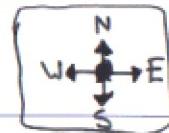
18 Wednesday

WEEK 20

1988 May

DR REX - TANDY 102

23 Monday



24 Tuesday

WEEK 21

OBJECTS

'FILES' // ROOM 12 => 23 GET FILES

'NOTEBOOK' // ROOM 3 => 25 GET NOTEBOOK

'PASS' // ROOM 25 => 15 GET PASS

'CARDOUT' // ROOM 11 => 24 KEEP CARDOUT

=> 17 GET CARDOUT

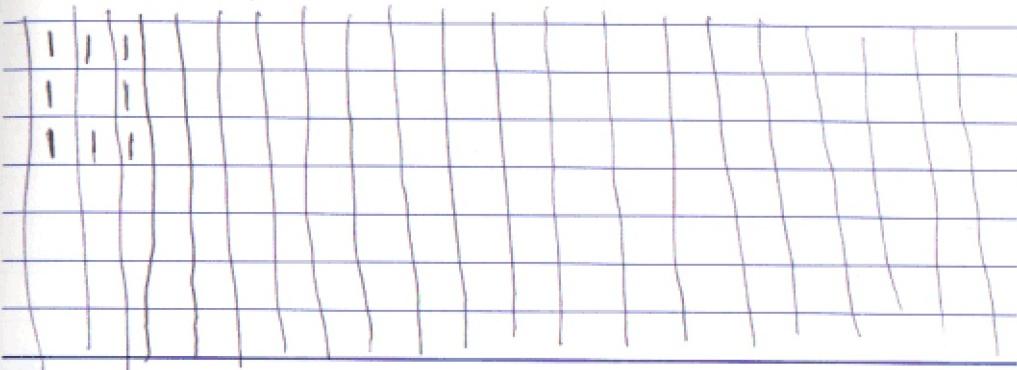
25 Wednesday

WEEK 21

May 1988

WEEK 21

Thursday 26



WEEK 21

00300?OP ~~SI~~ DI
POP ~~SI~~ SI

~~MULAH,CD~~

PUSH DS

MOV AH,CD

MOV AH,BD

MOV [DI],AX

~~MULAH,CD~~

PUSH SI

PUSH DI

IRET

Friday 27

000010014 = \$ 00,03,0000

WEEK 21

Saturday 28

WEEK 21

Sunday 29

1988 June

ROVER X

WINDOWS SERVER



6 Monday

WEEK 23

(255) + (32) = NEW WINDOW SETUP +
12 CHR ASCII TITLE +
TX + TY + BX + BY (ALL + 32)

CD, 20

U

~~7 Tuesday~~

WEEK 23

PRT SCRN - SERVILE ROUTIEN AT
F000 : EC52

14 EB : 0335 - CRNL BREAK
(35, 03, EB, 14) ↗ EOily

8 Wednesday
F000:

PUSH DS
MOV AX, 0
MOV DS, AX — NEW DS

MOV DI, [8C] - ADDR
MOV SI, [8E] - SEG

WEEK 23

POP DS

SMR RMVSI SI, DI

June 1988

WEEK 23

Thursday 9

AMSCHR.DAT = CHARACTER EXTENSION FOR CPC6128

160X200

320X200

640X200

ARRAY AS

AXCE1 = MODE 1

AXCE0 = MODE ~~2~~ 0

AXCE2 = MODE 2

WEEK 23

Friday 10

28

26 03 1E8H

C102 iF516

00 F0; 51FF

F516 | C102 = 1E80

CHIC = 00 F0 153FF
F000 iPF53

WEEK 23

20 6Lii Saturday 11

L000010014 = 02C1 : \$16FS

— F000 L FF54 —

WEEK 23

Sunday 12

000010014 = ~~45~~ FS, 16, C1, 02

14 FB | 02FA

1988 June

13 Monday

~~ANSI BASIC KEYWORD SET~~

WEEK 24

1	ABBY BORDER	9	CURSOR (NULL)
2	CAT	10	DATA
3	CHAIN	11	DELETE
4	CLEAR	12	DI (NULL)
5	CLOSE IN	13	DIM
6	CLOSEOUT	14	DRAW
7	CLS	15	DRAWR (DRAW)
8	CONT	16	EDIT

14 Tuesday

WEEK 24

17	EI (NULL)	25	FOR
18	END	26	FRAME (NULL)
19	ENT (?)	27	GOSUB
20	ENV (?)	28	GOTO
21	ERASE	29	GRAPHICS PAPER
22	ERROR	30	GRAPHICS PEN
23	FILL	31	IF
24	FIX	32	INK

15 Wednesday

WEEK 24

33	INKEY	41	LIST
34	INKEY\$	42	LOAD
35	INPUT	43	LOCATE
36	INSTR	44	LOWER\$
37	JOY	45	MID\$
38	LEFT\$	46	MODE
39	LET	47	MOVE
40	LINE INPUT	48	MOVER(MOVE)

June 1988

WEEK 24

Thursday 16

49	NEW		
50	NEXT	57	ORIGIN
51	ON BREAK CONT	58	OUT (NULL)
52	ON BREAK GOSUB	59	PAPER
53	ON BREAK STOP	60	PEEK
54	ON BREAK GOTO	61	PEN
55	OPENIN	62	PLOT
56	OPENOUT	63	PRINT

WEEK 24

Friday 17

64	PRINT USING	72	ROUND
65	RANDOMIZE	73	RUN
66	READ	74	SAVE
67	REM	75	SOUND
68	RENUM	76	STOP
69	RESTORE	77	UPPER\$
70	RETURN	78	WEND
71	RIGHT\$	79	WHILE

WEEK 24

Saturday 18

80	WIDTH		
81	WRITE		

MAIN!

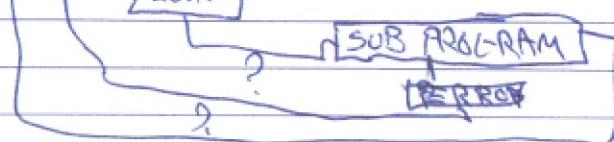
PC EMULATOR



WEEK 24

Sunday 19

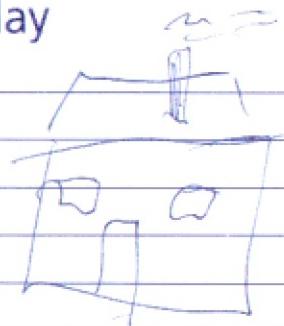
FATHER'S DAY



1988 July

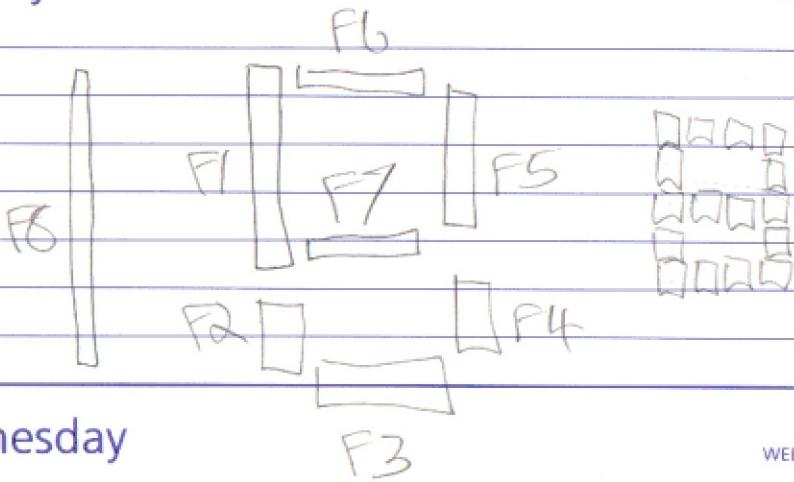
11 Monday

WEEK 28



12 Tuesday

WEEK 28



13 Wednesday

WEEK 28

F1 =

F3



July 1988

WEEK 2B

ROBO - AERO

Thursday 14

0 = BLANK

1 = PATH WAY

2 = PURPLE FENCE

3 = WATER

4 = USED PATHWAY]

5 = DEEP WATER]



WEEK 2B

Friday 15

P = START POS

+ = ENERGY EXTRA (ENERGISER)

WEEK 2B

Saturday 16

X = EXIT

O = FLY (E)

% = CYBER (E)

WEEK 2B

E = HAGER (E) - CHG

Sunday 17

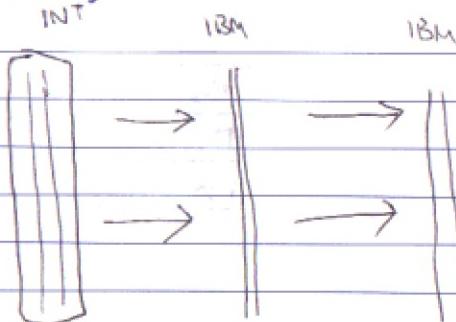
C1 = FL / CC = CHR / CX, CY / CP = COL

CV = COL + CHR

1988 July

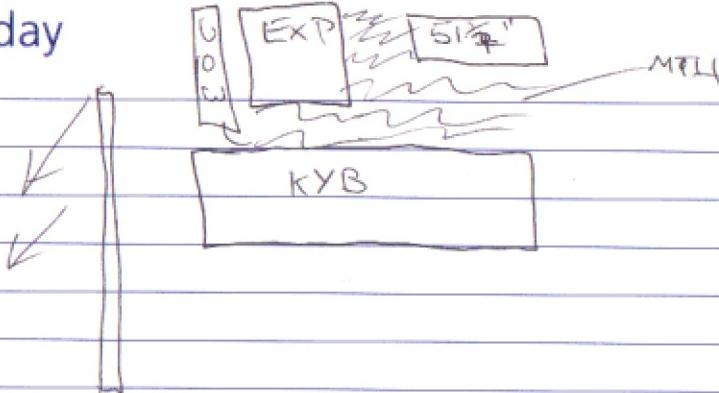
18 Monday

WEEK 29



19 Tuesday

WEEK 29



20 Wednesday

WEEK 29

+ 120 DC

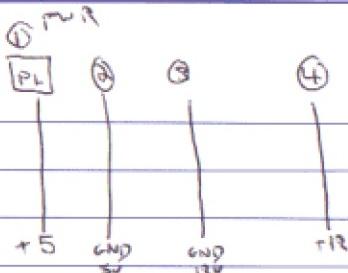
+ 50 DC

60 20 DC

60 120 DC

July 1988

WEEK 29



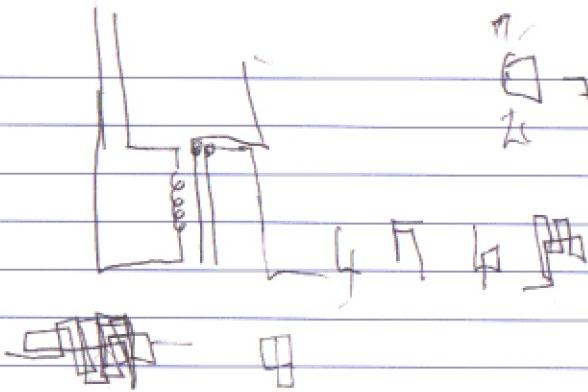
Thursday 21

+5vdc → Bus for cards

+12vdc → PWR CONNECTOR

GND → Bus.

WEEK 29



Friday 22

WEEK 29



Saturday 23

WEEK 29

Sunday 24

August 1988

WEEK 31

13 = FISHER

3 = FAIR

29 = CORNES

20 = COPPING

21 = CLARKE

8 = CHILVERS

36 = CALVERT

48 = BROWN

Thursday 4

10 = BOSTOCK

27 = BLOOMFIELD

18 = BIRD

46 = BARRETT

9 = HARFIELD

24 = HILBOURNE

2 = HILLIER

1 = HORDER

WEEK 31

30 = JONES

7 = MORRIS

23 = MUNDY

34 = ROBINSON

11 = STIRLING

54 = SWINTON

15 = WHEADEON

32 = KIRKBRIDE

26 = MOULD

31 = PURVIS

22 = STOCKMAN

40 = SWAN

50 = TAYLOR

17 = WILLIAMS

Saturday 6

WEEK 31

WEEK 31

Sunday 7



August 1988

OFF3 = LINE FEED + CR

WEEK 32

Thursday 11

1000 = MESSAGE ~~END~~

1016 = PORT:

101C = Time Out

1026 = I/O Error

1031 = Printer Selected Port is selected

1043 = Out of paper

1051 = Acknowledged

105E = Port not busy

WEEK 32

Friday 12

OFF0 = Start address

106D = PROGRAM BEGIN.

108H = LOOP

1100 = TOUT

1130 = PRINT MESS

WEEK 32

Saturday 13

WEEK 32

Sunday 14

1988 August

RUFUS - STATION



Lombard North Central
Banking Services • Credit Finance • Leasing

22 Monday

WEEK 34

WINDOW STATEMENT | SETUP = CONFIG/ COLOUR/ WORKING FILE

XT, YT	TYPE	TITLE
(6,126) 0→94	O→99 (0→9)	

SETUP = CONFIG/ COLOUR/ WORKING FILE

23 Tuesday

BOSSYSTEM COMMAND CODES

WEEK 34

D_{DR} = FILES ON DISC IN 90SS DRIVE (0=NO FILES/1=BAD/2=OK)

R = RAM FILES (0=NONE/1=FULL/2=OK)

3+ = RECALL SETUP IN 6064

* = PLACE SETUP IN 90%

T = LOG FILE

S = SAVE FILE

E = ERASE FILE

N = MAKE NOISE/SOUND

24 Wednesday

WEEK 34

$U = \text{USE VIDEO FUSION}$ (command for VF follows)

C = RS-232C (FOLLOWED BY CODE FORMAT)

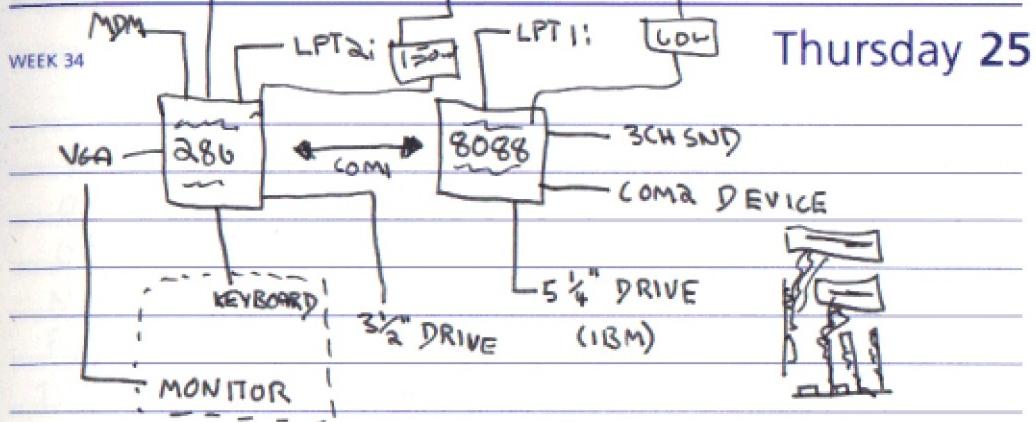
P = USE LINE PRINTER (HELD IN MEMORY)

I = INFORMATION \rightarrow EXTRA COMMANDS

M = MEMORY ACCESS

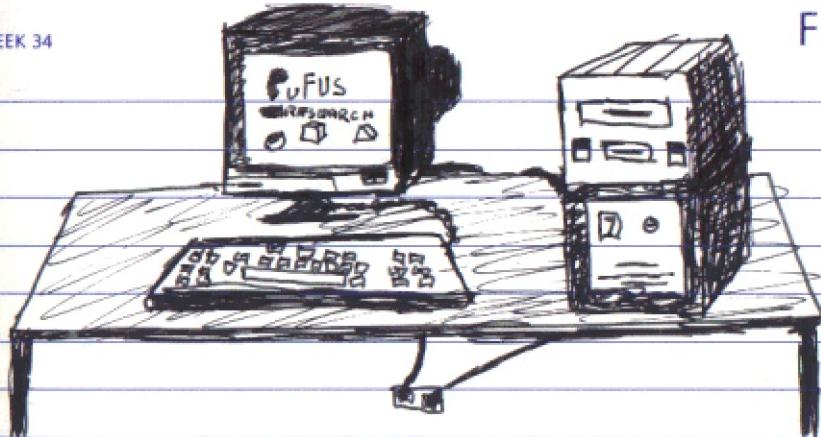
O = SHELL TO JNKWUN APPLICATION

August 1988



WEEK 34

Friday 26



WEEK 34

FULL POWER WORKSTATION

SYSTEM BIOS → TWIN DRIVE SYSTEM

INTERNAL RS COM

MDM INTERFACE

TWIN RS-232

WEEK 34 VGA 256K GRAPHICS

1MB 3 1/2" DRIVE

360K 5 1/4" DRIVE SWITCHABLE

150W 286 PSU

60W MATH PSU

Saturday 27

80286 PROCESSOR

CO 4086 ONLINE UNIT

1 → 4MB 8026 MEMORY

640K 6068

TWIN LPT FOR

Sunday 28

NORTON 16MHz SPEED

+ 8MHz SND

6 16bit compact sockets

1988 August

29 Monday

SUB ROUTIENS

WEEK 35

INP = DISPLAY INFORMATION IN 'IN\$'

KIN = KEYBOARD INPUT STRING IN T\$, UP TO TT (LEN)

CLI = COLOUR FOR TEXT, CLR = COLOUR FOR MARKS (SPC)

XT = TEXT 'X' , TEXT 'Y' CO-ORD.

FILE = (1) FOR FILENAME (0) FOR NORMAL (DEFAULT)

NUM = (1) FOR NUMERIC (0) FOR NORMAL (DEFAULT)

NM = HIGHEST NUM VALUE : T2\$ = ADD To TT STRING

30 Tuesday

WEEK 35

STR | N\$= DATA >9999

STR | F\$= FIELD NAME DATA >99

NUM | FL= LEN NAME DATA >99

FLAG | FLD= FIELDS COMPLETED

31 Wednesday

WEEK 35

FILE TYPE

②

September 1988

WEEK 35

Thursday 1

IN\$ = INFORMATION STRING

INF = INFORMATION DISPLAY ROUTINE

OP = OPTION SELECTED - (FROM TOP)

OO = MENU OPTION

N2 = AMOUNT OF RECORDS

F2 = AMOUNT OF FIELDS

TITLE\$ = TITLE OF DATABASE

EXTRA\$ = EXTRA INFORMATION ON DATABASE

WEEK 35

CURSOR KEY ASCII TABLE codes Friday 2

← CHR\$(0) + K

→ CHR\$(0) + M

↑ CHR\$(0) + H

↓ CHR\$(0) + P

PG UP = CHR\$(0) + I

PG DN = CHR\$(0) + Q

HOME = CHR\$(0) + G

WEEK 35

Saturday 3

NWF = NEW FILE FLAG (0 = NEW / 1 = OLD)

WEEK 35

Sunday 4

1988 September

W R K



BIOS

[FILE]

5 Monday

WORKSTATION COMMANDS - VIA RS-232C

WEEK 36

- X ! = FIND DATAFILE - PNT STATEMENT OR DATA
- X \$ = LOAD DATAFILE !END! = END OF FILE, [LENGTH]
- X % = SAVE DATAFILE !@S = START, !@E = End
- % = APPEND DATAFILE !@S = START, !@E = End
- X ^ = LIST DATAFILES END, END, FILES, MEMORY
- & = MEMORY UPLOAD (LOAD)
- &t = MEMORY DOWNLOAD (SAVE)

[PRINTER]

6 Tuesday

* = PRINT STRING TO LNPR

*+ = RESET PRINTER

ERRORS

ERROR TABLE

WEEK 36

#ER = REPORT LAST ERROR CODE

#RST = RESET ALL FILES

1 = BAD FILENAME

2 = COMMAND WRONG

3 = FILE ALREADY EXISTS

4 = OUT OF SPACE

5 = NO SUCH FILE

6 = RS232 ERROR

7 = PRINTER ERROR

8 = SYSTEM ERROR

9 = BAD SYSTEM COMMAND

10 = NO DIRECTORY PRESENT

7 Wednesday

COMMUNICATIONS

= SEND STRING TO RS232

- SET RS232 PARAMETERS

#OFF = OFFLINE

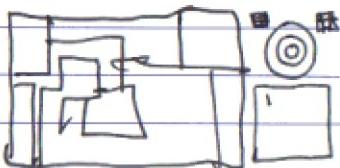
SYSTEM

#RUN = SYSTEM RESET

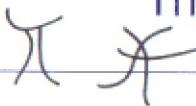
WORKSTATION

September 1988

WEEK 36



Thursday 8



FILE 1 = SYSTEM

FILE 2 = OUTPUT

FILE 3 = INPUT

?10 = CHECK DIRECTORY FOR FILE IN FS, IF FOUND FL =]

WEEK 36

(5,3) - (335, 117) = MAIN DISPLAY

Friday 9

(380,20) - (610, 100) = WINDOW

14 = #. STEPS

MESSAGES

WEEK 36

@! = SYSTEM MESSAGE REPORT (ADDED PREFIX)



ER = ERROR + CODE

WEEK 36

PNT = PRINT((t, y), COLOUR) TEXT) Sunday 11

SND = SOUND FREQ, + DURATION

END = PROGRAM ENDS

1988 September



12 Monday

WEEK 37

~~PHANTOM~~

CITY DEFENCE

FLIGHT PATH 737

FORTRESS UNDERGROUND

HACKER 2

VIPER

FOOT MAN

13 Tuesday

WEEK 37

MODULATOR

V3 KICKSTART

ALL SYSTEM DISCS

14 Wednesday

WEEK 37

September 1988

WEEK 37

Thursday 15

1 = A2	230 = SP	852 = A2
72 = ST	247 = MN	861 = A3
107 = PR1	503 = RK	890 = A4
125 = PR2	609 = BV	909 = A5
173 113 = PR3	628 = RV	917
189 = PR4	658 = HL	
198 = SR	766 = LP	
215 = SL	845 = AI	

WEEK 37

Friday 16

SEGMENT -25906

START 0
END 3964

SEGMENT = -26615
START = ZA(0)

WEEK 37

Saturday 17

WEEK 37

Sunday 18

1988 September

REG

Lombard
North Central
Banking Services Credit Finance Leasing

REGISTERS

19 Monday

GENERAL & PURPOSE

WEEK 38

WORD

BYTE

AX (AL) ARE

AX	AL	AH	ACCUMULATORS
BX	BL	BH	
CX	CL	CH	(AH) TYPICAL FOR
<td>DL</td> <td>DH</td> <td>MODE SELECTION</td>	DL	DH	MODE SELECTION
16 BIT	LOW	HIGH	
	8 BIT		

20 Tuesday

SEGMENT REGISTERS

WEEK 38

CS - CODE SEGMENT REG

DS - DATA SEGMENT REG

SS - STACK

ES - SIM TO DS (NO DED MUL)

21 Wednesday

POINTER REGISTERS

WEEK 38

INDEX REGISTERS

SP - STACK POINTER (LEAVE)

DI - GENERAL PURPOSE

BP - GENERAL PURPOSE

SI - GENERAL PURPOSE

ODITSZAPC
ODNSZAPC

September 1988

INACCESSIBLE REGS

WEEK 38

Thursday 22

(INTERNAL) AUTUMN BEGINS

ST - (STATUS, FLAG, PSW) REGISTER

PC - PROGRAM COUNTER (INSTRUCTION POINTER)

POINTS TO NEXT INSTRUCTION TO BE EXECUTED

STATUS REGISTER LAYOUT

WEEK 38

Friday 23

O D I T S Z A P C

OVERFLOW

OH

Direction

D~~E~~A~~R~~

Interrupt

Auxiliary

ITS

Trap

Parity

ZAP~~ped~~

sign

Carry

C

Zero

(✓8)

WEEK 38

Saturday 24

/

WEEK 38

X

Sunday 25

1988 September

26 Monday X

MON

27 Tuesday X

28 Wednesday X

"SP DAT, BIN"

WEEK 39

WEEK 39

WEEK 39

GLOBE (14, 17) - (40, 39)	(12)	ROCKS! (209, 10) - (332)
PRO 1 (80, 20) - (113, 37)	(R)	BUBBLE (274, 50) - (295)
PRO 2 (21, 47) - (46, 54)	(R)	ROVER (309, 50) - (344, 60)
PRO 3 (59, 49) - (80, 57)	(R)	HILL (356, 44) - (434, 64)
PRO 4 (67, 50) - (99, 55)	(R)	LAND PAP (450, 49) - (520, 65)
SHIP ↓ (131, 50) - (155, 60)	(S)	SATERLITE (360, 12) - (387, 27)
SHIP ↑ (169, 50) - (195, 51)	(S)	MALCHORD (545, 10) - (582, 22)
SHIP ← (209, 50) - (234, 56)	(S)	AST 1 (151, 24) - (163, 27)
MONSTER (476, 73) - (556, 118)	(M)	AST 2 (136, 17) - (150, 22)
MONSTER (476, 73) - (556, 118)	(M)	AST 3 (166, 16) - (193, 22)
MONSTER (476, 73) - (556, 118)	(M)	AST 4 (172, 26) - (199, 36)
MONSTER (476, 73) - (556, 118)	(M)	AST 5 (203, 17) - (251, 36)

16320

$$16350 + 40 = 16390 \quad \leftarrow \quad 16160$$

SEGMENT = 19367

LENGTH = 230

START = 16160

September/October 1988

WEEK 39

IBM CODES

X Thursday 29

11 = HOME	10 = LINE FEED
12 = CLS	7 = BELL
13 = C/R	11 = START OF LINE
14 =	

WEEK 39

~~SEIRUER~~

X Friday 30

15 = ENTER / NEW LINE	VT=1
20 = CLS	VT=0
21 = INVERSE ON	
22 = INVERSE OFF	
25 = ENTERLINE , LN = LEN STR	
30 = INKEY\$ TYPE COMMAND	

WEEK 39

X Saturday 1

24 = START + DELETE LINE

WEEK 39

Sunday 2

236 = DISPLAY ALL FINDS

1988 October



3 Monday X

WEEK 40

TANDY 1000HX RS23C BOARD

4 Tuesday X

WEEK 40

5 Wednesday X

WEEK 40

1988 October



10 Monday X

WEEK 41

11 Tuesday X

WEEK 41

12 Wednesday X

WEEK 41

October 1988

WEEK 41

000010300 POP DI - IP

X Thursday 13

POP SI - CS

0000100114 = 00,03,00,00

PUSH DS

~~MOV AX, DS~~

MOV DS, ~~SI~~ SI

MOV AH, CD

MOV AH, 20

MOV [DI], AX

WEEK 41

POP DS

X

Friday 14

PUSH SI

PUSH DI

IRET

WEEK 41

X

Saturday 15

WEEK 41

Sunday 16

1988 October

17 Monday

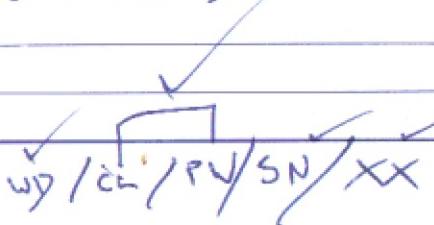
WEEK 42

SNAP

20 = CENTER (0 FORCE)

30 = RIGHT (+10 FORCE)

10 = LEFT (-10 FORCE)



18 Tuesday

WEEK 42

ARRIVAL X

$$DR = (80 - XX) + [(SN * SR) \text{ } SR > 1] \text{ conditional}$$

$$DR = DR + (WD * ((PW/8) * CL))$$

$$DY = 170 - ((PW * (5 - CL)) / 3)$$

19 Wednesday

WEEK 42

WIND Y - NA

P // PX MOVEMENT

$$MV = PX - (DR/2)$$

$$PX = PX + MV$$

300 OVER DISTANCE

500 TIME ZONES

350 GAME OVER

400 NEXT HOLE

October 1988

WORLD GOLF TWO

01440

WEEK 42 MAIN SYS

GRAPHICAL FLAGS

Thursday 20

S1SCORER

SHT/SHOTS

TREE1 = 0 or 1 - SHORT

HOLE/HOLES PLAYED

PX = HOLE X CO-ORD

NM\$ = PLAYER - ?

TREE2 = 0 OR 1 - TALL PINE

SK = SKILL

TREE3 = 0 OR 1 - BUSH TREE

DIS = DISTANCE

TREE4 = 0 OR 1 - COMPLEX BUSH

CL = CLUB

WD = WIND (+/-)
INC VALUE

WEEK 42

Friday 21

HILL1 = 0 OR 1 - ROLLING

HILL2 = 0 OR 1 - GRADUATING

HILL3 = 0 OR 1 - SPIKE

FENCE = 0 OR 1 - BACKGROUND

CITY = 0 OR 1 - CITYSCAPE

BIRDS = 0 OR 1 - BIRD SKY

CLUB LOOKUP TABLE

WEEK 42

1 = DRIVER

CL = CLUB VARIABLE

2 = 4 IRON

3 = 8 IRON

4 = PUTTER

Saturday 22

SCAPE VARIABLES

WEEK 42

DR = X DIRECTION // DT = Y DIRECTION

MV = PX MOVEMENT DIRECTION

Sunday 23

BRITISH SUMMERTIME ENDS

1988 October

24 Monday

$$A - 9 (\emptyset = 10) / (A = 1)$$

WEEK 43

C = Clubs

A = ACE

S = Spades

J = Jack

D = Diamonds

Q = Queen

H = Hearts

K = King

C\$ = Com Str

CS = CASH

BT = BET

DS = Deal

CM = MAX CASH

PL = PLAYER

25 Tuesday

$$\emptyset \rightarrow 3^9 \\ 40$$

cc = CASH TOTAL

WEEK 43

1 = PL

2 = MAX

~~j80 = BB BRUNO CSH~~

~~∅ → 239 160 = BRUNO CSH~~

~~1 10 11 140 = TAG~~

$c - (cm/2) + fix(rn)x_1$

63

26 Wednesday

200 = DEAL -

WEEK 43

CP = POS IN STACK

~~+x = 255~~

220 = BLANK DEAL.

300 = DEAL COMPLETE

320 = MAX PLY TAG

1230 = DEAL TAG
2, 9, 16, 23, 30, 37

~~+0 = TOTAL~~

TT = TOTAL

PT = PLY TOT

400 EVALUATE

PB = PLY BET

October 1988

WEEK 43

Thursday 27



WEEK 43

Friday 28



WEEK 43

Saturday 29

WEEK 43

Sunday 30

HX
1988 October/November



31 Monday PIN OUTS - MULTI

WEEK 44

1 ♂ = COMM - GND	9 ♂ = LOCKOUT OR
2 ♂ = + 6V	10 ♂ = COMP COM
3 ♂ = + 3V	11 ♂ = LEFT
4 ♂ = - 3V	12 ♂ = RIGHT
5 ♂ = TEL1	13 ♂ = UP
6 ♂ = TEL2	14 ♂ = DOWN
7 ♂ = TEL3	15 ♂ = COMP COM2
8 ♂ = TEL4	

1 Tuesday

WEEK 44

16 ♂ = VID1 GOM	24 ♂ = VID3 COM
17 ♂ = VID1 SIG	25 ♂ = VID3 SIG
18 ♂ = AUD1 COM	26 ♂ = AUD3 COM
19 ♂ = AUD1 SIG	27 ♂ = AUD3 SIG
20 ♂ = VID2 GOM	28 - 33 = RS232 SIGS
21 ♂ = VID2 SIG	
22 ♂ = AUD2 COM	
23 ♂ = AUD2 SIG	

2 Wednesday

WEEK 44

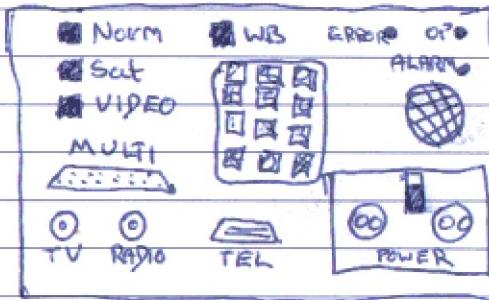
34 ♂ = <input checked="" type="checkbox"/>	42 ♂ = <input type="checkbox"/>
35 ♂ = <input checked="" type="checkbox"/>	43 ♂ = <input type="checkbox"/>
36 ♂ = <input type="checkbox"/>	44 ♂ = <input type="checkbox"/>
37 ♂ = <input type="checkbox"/>	45 ♂ = INSTRUCTION OR LD
38 ♂ = <input type="checkbox"/>	46 ♂ = ERROR LD @ COM
39 ♂ = <input type="checkbox"/>	47 ♂ = POWER LD @ COM
40 ♂ = <input type="checkbox"/>	48 ♂ = ALARM LD @ COM
41 ♂ = <input type="checkbox"/>	49 ♂ = SOUNDER
	50 ♂ = SOUNDER COM

HX

November 1988

WEEK 44

Thursday 3



WEEK 44

MULTI SPEC

Friday 4

COM VIDEO/AUDIO CH 1 - CH 3

TEL + LOCK OFF

RS-232 MAIN CHANNELS

COMPUTER CONTROL PACK

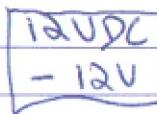
ALARM/SYSTEM PROGRAMMING

WEEK 44

+

NM	UHF	1
SAT	UHF	2
W3	VHF	3
RD		

WEEK 44



Saturday 5

Sunday 6

1988 November
15 week 1

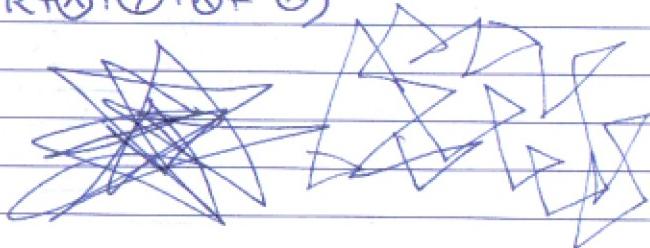


7 Monday VIDEOFUSION = COMMAND CODES

WEEK 45

! = ASCII TEXT (+ COLOR + X + Y + LETTER)

* = LINE (+ COLOR + X + Y + X + X)



8 Tuesday

WEEK 45

RS232C → 9600 BAUD

360K EXPANSION

2X IBM JOYSTICK

3 CHANNEL SOUND

VGA GRAPHICS BOARD

2400 Baud Modem

CLOCK MODULE

PINTER

9 Wednesday

WEEK 45

2ND DRIVER

5 1/4" 360K DISC DRIVE

TERM (NAL) EMOULATION

IBM/cPM EMULATOR.

November 1988

WEEK 45

2 SOYSTICK PORTS CPU = 8086

MOUSE V30

UHF MODULATOR

HI-FI OUTPUT // STEREO

IMB MEMORY

BUILT IN

SOFTWARE

2 JOYS / MOUSE / TV LEED / DISCS / BATS / PLUG / CLOCK

Thursday 10

RS-232C

CENTRONICS

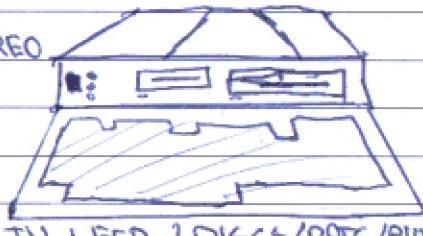
3.5 / 5.25" DISC

4 CH SOUND

EGA/VGA

15 MHz

MIDI



WEEK 45

	PRIN	MONITOR	UHF
PSU	E X P A N S I O N S		
MIDT 200W		MOTHER BOARD	
MOUSE	UHF	DISC 3.5 5.25	JOY

SLOPED KEYBOARD

Friday 11

RS-232C

CEM

ROM

VID

IBM XT COMPAT



EXPANSIONS

Saturday 12

WEEK 45

Sunday 13

DISC

November 1988

WEEK 46

Thursday 17



IF A FILE IS ACCIDENTALLY
ERASED - DON'T WRITE ANYTHING
TO THE DISC!

=> IF YOU WRITE 1K OF DATA, 1K IS
REMOVED FROM THE FILE.

WEEK 46

Friday 18

FORMATTED DISCS ARE ALMOST
IMPOSSIBLE TO RECOVER FROM!



DISC DIRECTORIES ONCE LOADED
ARE STORED IN RAM.

WEEK 46

Saturday 19

40 TRACK
DOUBLE SIDED - DOUBLE DENSE
TWIN HEADS

WEEK 46

Sunday 20

DEBUG - DISC EDITOR
U-FILE, U-FORMAT, U-ZAP - TOOLS

1988 November

③ 3

MEMORY MAP TANDY

21 Monday



WEEK 47

SCREEN MEMORY / CODES

\$HB800 → ~~\$EB~~ \$H4000

MODE 3 = COLOUR

~~1ST = E~~ MODE 1 = COLOUR

~~2ND = F~~ MODE 0 = COLOUR / CHR

~~3RD = D~~ MODE 2 = COLOUR

WEEK 47

CACHE = BUFFER



DON'T USE REC FILES HAPPEN
RECOVER! WHEN USER USES
RECOVER TO FILES

23 Wednesday

WEEK 47

M: 5-6

EX November 1988

4.28 ↙

WEEK 47

FOUND IT!



90

Thursday 24

THE EX ADDRESSING FOR HX MULTI COLOUR GRAPHICS!

EX HAS GOT THE CORRECT DRIVER IN BIOS FOR HI-RES COLOUR, BUT IT HAS NEVER BEEN EXPLOITED.. UNTIL NOW!

WEEK 47

TAILOR

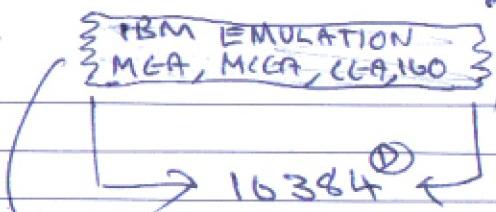


Friday 25

STANDY EXTRA

EGA, HERC

→ EX/HX



32708 → MGA, MCGA, CGA, 160
+ EGA, HERC

THE 'SECRET' MODES

ARE ⑤ AND ⑥ (DECIMAL NOT HEX)

WEEK 47

Saturday 26

MODE 5 = 320×200 (16 COLOURS)

MODE 6 = 640×200 (4 COLOURS) (ST 2)

WEEK 47

Sunday 27

USES AN EXTRA 10KB WHEN ACTIVATED.

→ FROM STACK SPACE → MS-DOS

1988 November

(4) 2

28 Monday

WEEK 48

small tree - (10, 10) - (24, 34) = A

large tree - (34, 12) - (60, 144) = B

SC 4

Cloud - (4, 12) - (52, 74) = C

club position - (70, 72) - (86, 84) = D

club swing - (100, 72) - (106, 86) = E

Golf - (6, 100) - (36, 108) = F

29 Tuesday

WEEK 48

Willow Tree small (64, 130) - (77, 114) = L

Willow Tree large (82, 120) - (106, 144) = M

Desert Tree small (14, 148) - (30, 162) = P Q

Desert Tree large (38, 150) - (62, 170) = O

Oasis (66, 154) - (90, 172) = R

Old stone small - (70, 30) - (90, 40) = T

Old stone large - (48, 144) - (136, 148) = U

30 Wednesday

WEEK 48

ST ANDREW'S DAY

Bird = A1 - (124, 16) - (130, 84) = A9

small tree = B2 - (138, 16) - (150, 90)

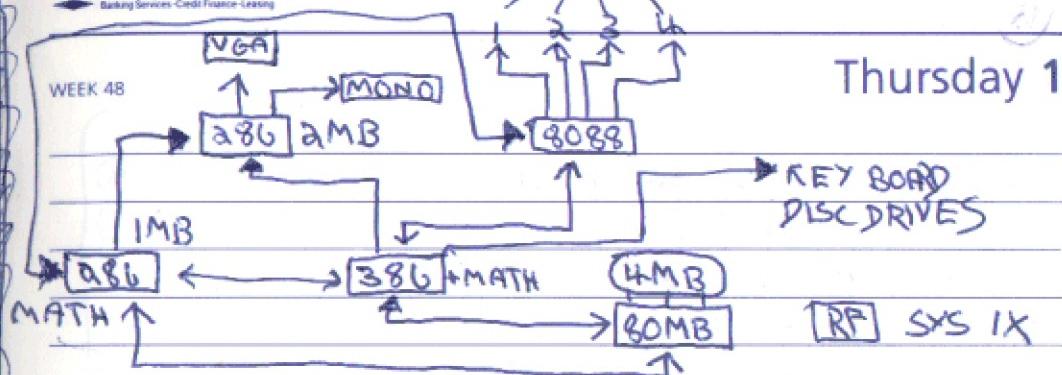
Med1 tree = A3 - (156, 78) - (168, 98)

Med2 tree = A4 - (186, 76) - (208, 114)

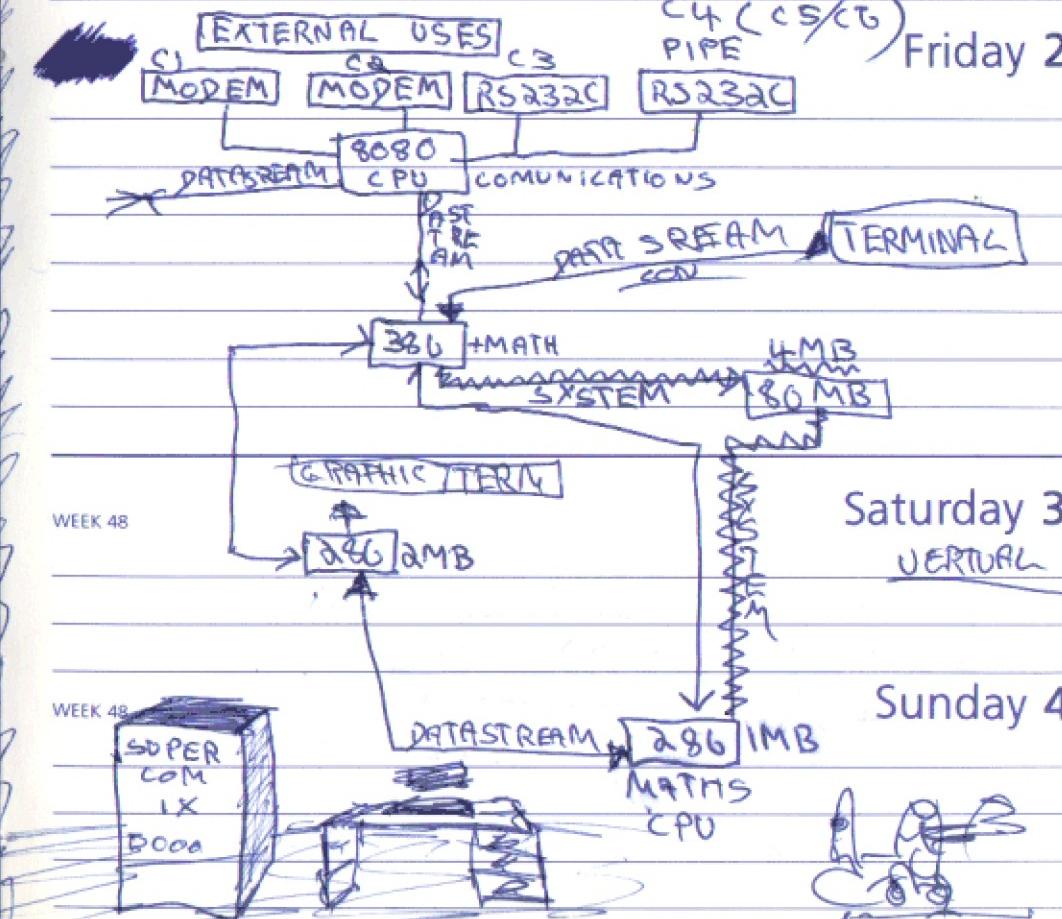
large tree = B5 - (124, 188) - (134, 144)

December 1988

Thursday 1



Friday 2



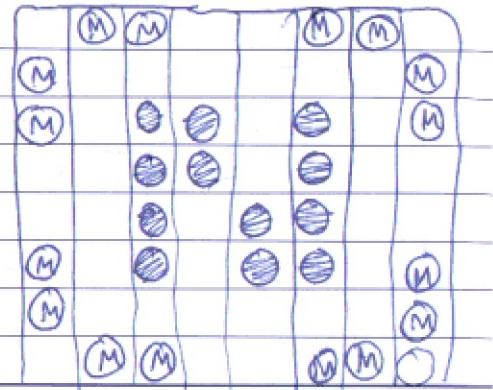
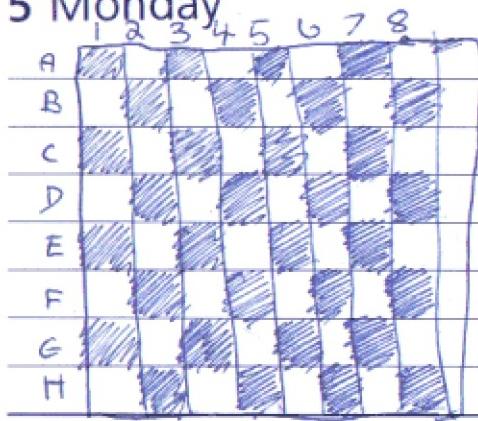
1988 December

(SOFT)

Lombard
North Central
P.L.C.
Banking Services - Credit Finance Leasing

(5) 1 TASTILE - TANDY

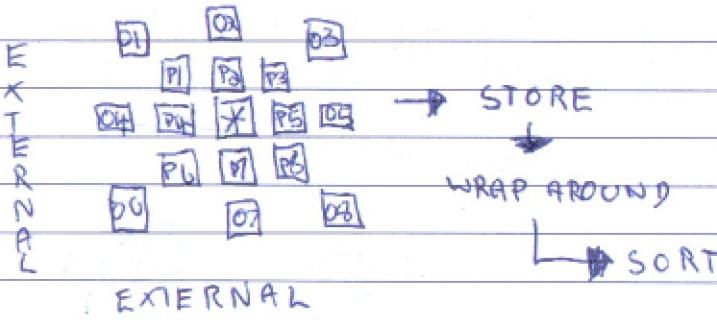
5 Monday



WEEK 49

6 Tuesday

SEARCH



WEEK 49

7 Wednesday

WEEK 49

MAX MEMORY

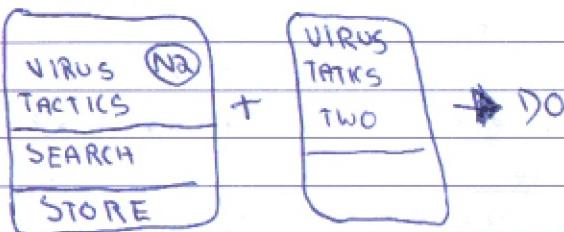


December 1988

TACTILE - TANDY
MAX CREATE MOVE

WEEK 49

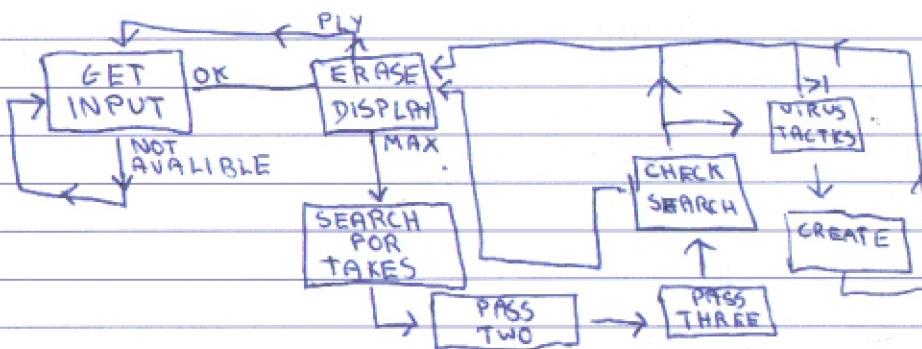
Thursday 8



COMPLETE WORKING DIAGRAM MAX

WEEK 49

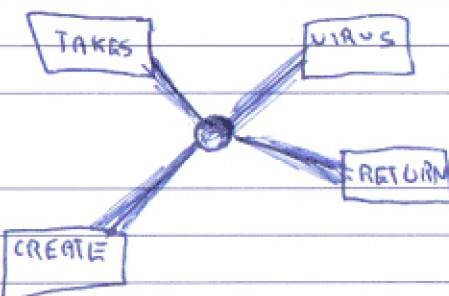
Friday 9



MAX OPERATION

WEEK 49

Saturday 10



WEEK 49

Sunday 11

1988 December TACTILE-TANDY

12 Monday

RULES

WEEK 50

The player uses blue counters for his moves and MAX uses the red counters.

The object of the game is to change all of MAX's counters to blue, or eliminate all of the red counters.

This can be done in two ways:

By taking, and infection.

13 Tuesday

TAKING

WEEK 50

The player can take a red piece in the way described below.

11	3	3	3
1	3	3	
4	4	*	5
6	7	8	

* = Selected square

O = Opposite piece

□ = Moved to square

{ pieces taken in diagonal}

14 Wednesday

INFECTION

WEEK 50

Infection takes place on the piece directly next to the moved piece.

O		
	*	O
O		

* = Selected square

O = Infected square

If O = a red piece then that piece is changed to blue (players colour)

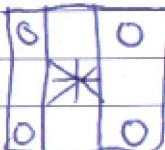
December 1988

MAX INFORMATION

WEEK 50

Thursday 15

Max has a diagonal injection pattern:



* = Max's moved piece
0 = Injected square

If 0 = one of your pieces then your piece will become red. Only pieces which correspond to the above pattern will be affected.

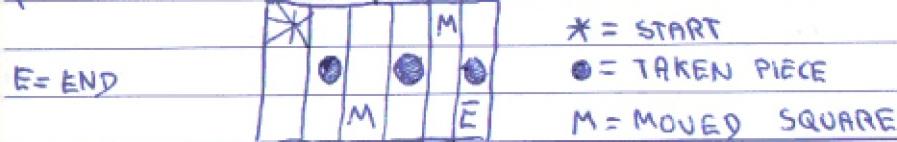
Extra notes

WEEK 50

Friday 16

If you move to a new square where one of Max's pieces is diagonally above or below your piece then your piece will then become injected.

Max can take pieces of more than one if another piece is in such a position described below.



MAX INFORMATION

WEEK 50

Saturday 17

Max is a highly developed intelligence module capable of tactical moves and synthetic thinking on behalf of both players.

WEEK 50

Sunday 18

Max has been developed over 3 years in several forms. Now Max ~~can~~ has been programmed into Tactile and can challenge the most advanced players.

Never underestimate Max.

—QUASAR—

1988 December

QUASAR - TANDY

Lombard North Central PLC
Banking Services-Credit Finance Leasing

19 Monday * JOYSTICK ONLY

**16 COLOUR
HI-RES**

WEEK 51

You are the pilot of the Stargighter which has the ugly task of defending the solar system from the Alien invasion of fighters from Quasar. They are coming here to seek out a new planet ~~so~~ for new colonies. And will stop at nothing to achieve ~~for~~ their goal.

20 Tuesday

NOVELA

WEEK 51

Your Stargighter is powered by plasma crystals, from which all of the ship's systems are powered by. As this is so, energy is used up constantly by life supporting and other systems.

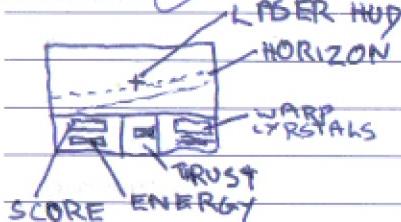
Extra energy is used when you fire the laser canon, or when the ship has been hit by an enemy laser, or has collided with an enemy space craft.

21 Wednesday DISPLAY AND OPTIONS

GROUND
STAGE

WEEK 51

SHORTEST DAY



PLASMA
BASE



WARP
CRYSTALS

PBC'S ARE FOR ENERGY CRYSTAL
WC'S ARE FOR STAR GATES

TO LOAD TYPE: RUN 'STAR'

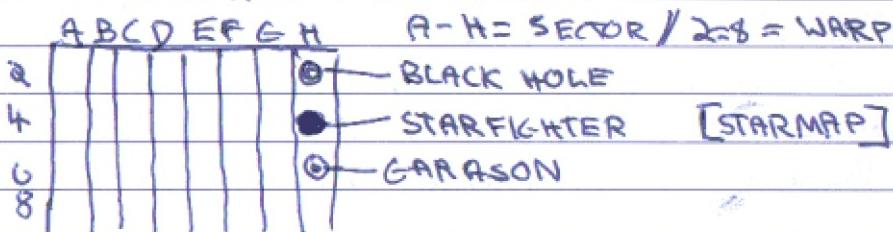
December 1988

GROUND STAGE

WEEK 51

Thursday 22

BY PRESSING SPACE BEFORE FIRE WILL CALL UP THE STAR MAP OF THE GALAXY FROM THIS YOU CAN WORK OUT YOUR NEXT STRATEGY.



WARPING

WEEK 51

Friday 23

TO WARP TO ANOTHER QUADRANT YOU FIRST NEED THE CORRECT NUMBER OF 'WARP CRYSTALS'. IF YOU HAVE COLLECTED THE RIGHT AMOUNT FOR A QUADRANT, A DISPLAY WILL COUNT YOU DOWN. TO WARP ~~THE~~ YOU MUST HIT A PLASMA BASE TO MAKE THE CRYSTALS ACTIVE. WHEN THIS IS DONE YOU WILL THEN BE IN WARP DRIVE FROM WHICH YOU CAN ~~SEE~~ ENTER THE DESIRED SECTOR.

WARP STAGE

WEEK 51

Saturday 24



SECTOR

WHEN IN WARP YOU WILL SEE THE STARGATES TO THE CORRESPONDING SECTOR GOING PAST YOU.

WEEK 51

Sunday 25

TO ENTER A STARGATE AND THEREFORE CHRISTMAS DAY A SECTOR, SIMPLY TILT THE SPACESHIP TO THE DIRECTION OF THE STARGATE UNTIL IT IS CENTRED ON THE DISPLAY.

1988 December



Lombard
North Central
P.L.C.
Banking Services Credit Finance Leasing

26 Monday

WEEK 52

BOXING DAY

Document - (4,18)-(22,40)=A

PRINTER-(20,22)-(46,40)=B

Monitor-(50,26)-(68,40)=C

DISC IN USE-(72,22)-(40,38)=D

Ready to type=(96,22)-(122,40)=E

No Memory left=(126,24)-(144,40)=F

27 Tuesday

WEEK 52

BANK HOLIDAY

OK -(2,48)-(16,56)=G

Cont., -(24,48)-(66,56)=H

✓ = (72,48)-(78,56)=I

✗ - (92,48)-(90,56)=S

□ - (94,48)-(100,56)=K

IT - (104,48)-(120,56)=L

28 Wednesday

WEEK 52

Title - (1,12)-(44,64)=M

PRICE = 50

COPPER = 150

INTU = 250

SM

z MAX, 21P

TX



BLOX, ZIP

S
T

FULL RANGE
OP RS SWARE
+ ADDS.

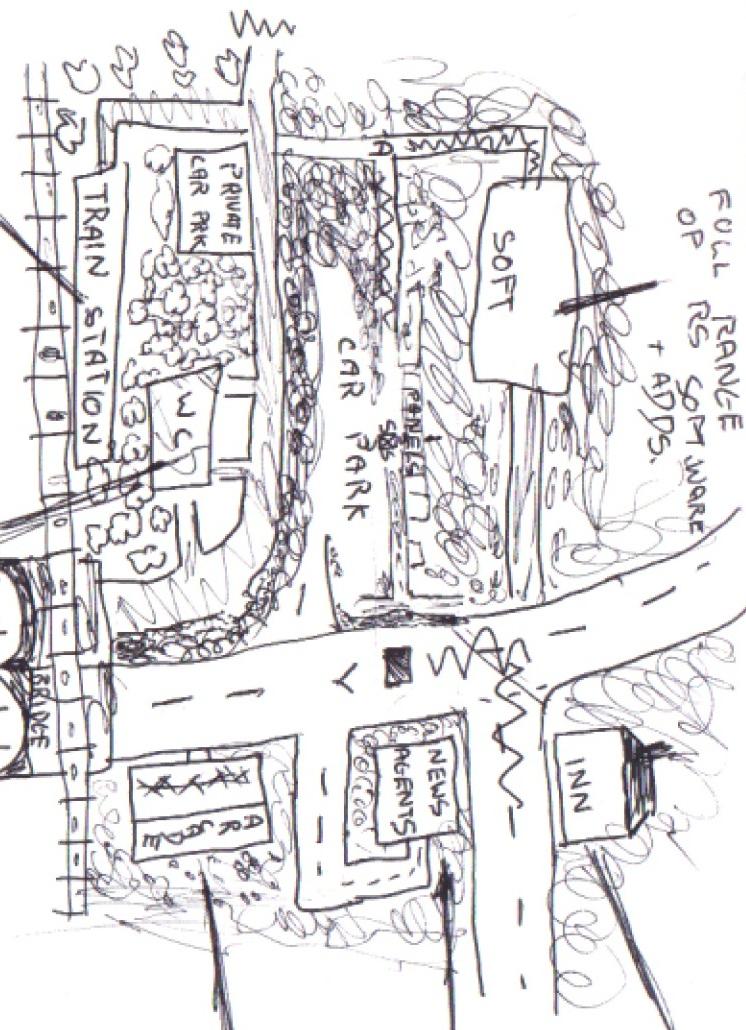
MAX
+SSOP

N
E
S
W

COMPUTING NEWS

DATA SPACE
MAP

GAMES FOR
SALE



263 - PAT HUA7 → A (South)
270 - PAT WA → A (South)

100.0 = PLACEMENT FOR FREE IBM
1100 = PLACEMENT FOR FREE 100

W 

GAME1.ASC
GAME2.ASC

= ASCII IBM FREE FILE
= ASCII TANDY 102 FREE FILE

MAIL.ASC

= MAIL ORDER CATER LOG

BLUE
RED
MAGENTA
GREEN
CYAN
YELLOW
WHITE

U
V W

X ☎

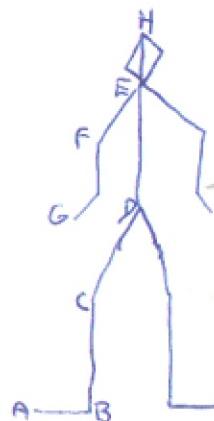
W

5 INPUT f\$
10 OPEN f\$
15 SEARCH ALL RECORDS
20 FIND VEBLIES ABCD,
25 PRINT HOW MANY A's B's C's and y's
30 CLEAR SCREEN
35 DRAW BAR GRAPH
40 SCALE Y=N STEP 2
45 SCALE X=ABCD
50 DRAW N BARS
55



TANDY 1000 EX
250 OUTPUTS

+5v 3A
+12v 1.2A
-12v 0.1A



IBM
TANDY

102 PORT

LANDSCAPES

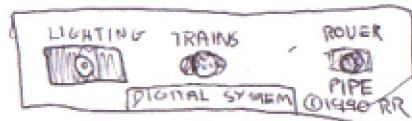
3+20

~~3+20~~ CRAVAS
MOUNTAINS (SWISS)

2+2 ALPS

4+6 BLACK FOREST

2+99 LANDS END



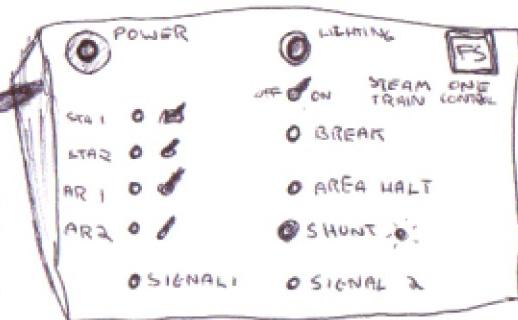
+5v 15A

+12 5A

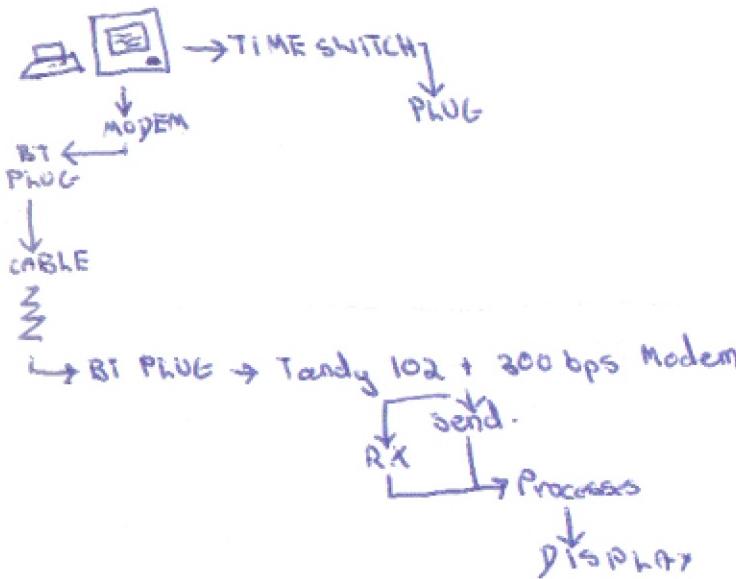
-5 .3A 300mA

-12 .5A 500mA

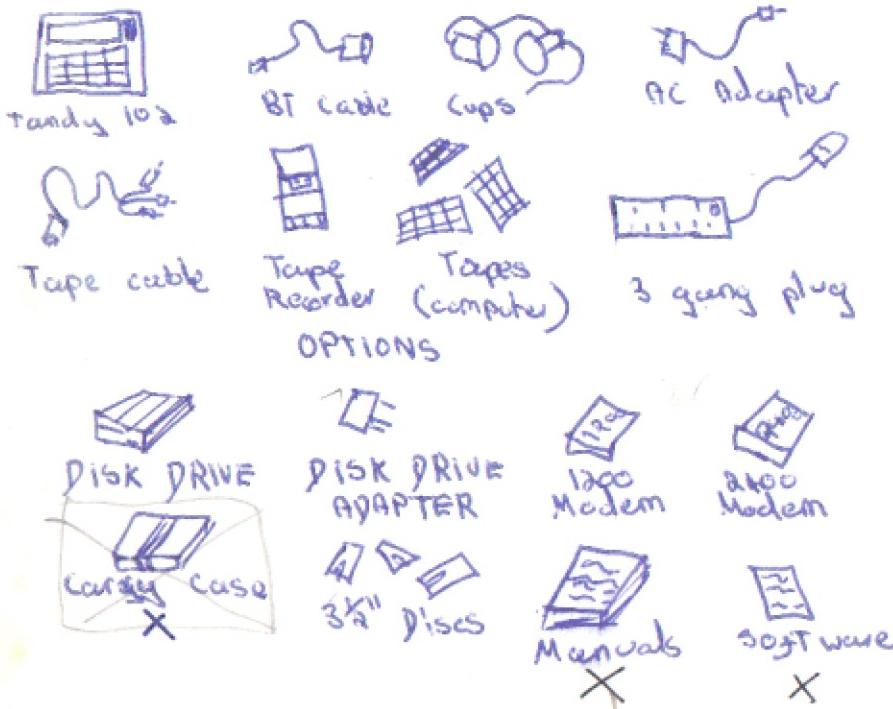
Rear

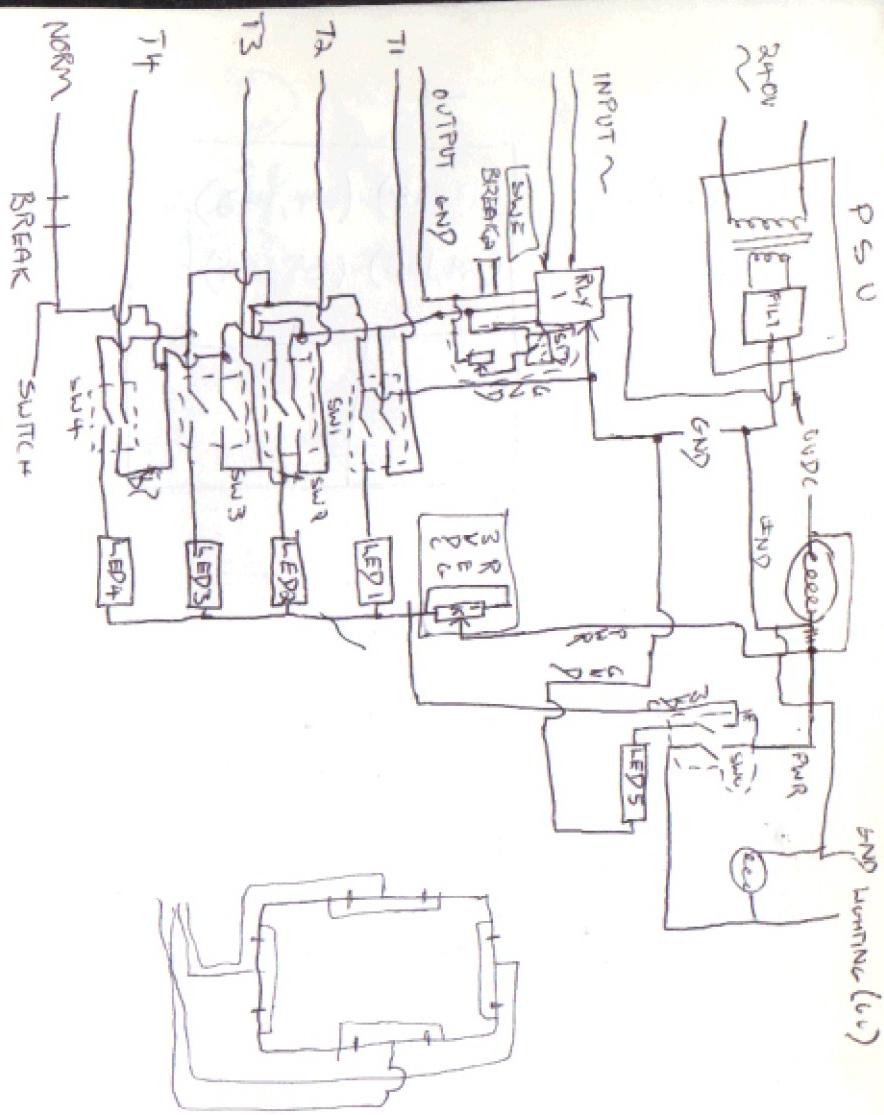


X
Y
Z



All inclusive portable workstation





Tropic small =
Tropic large =

$$(12,128) - (24,142) = 5$$

$$(34,120) - (58,144) = K$$

